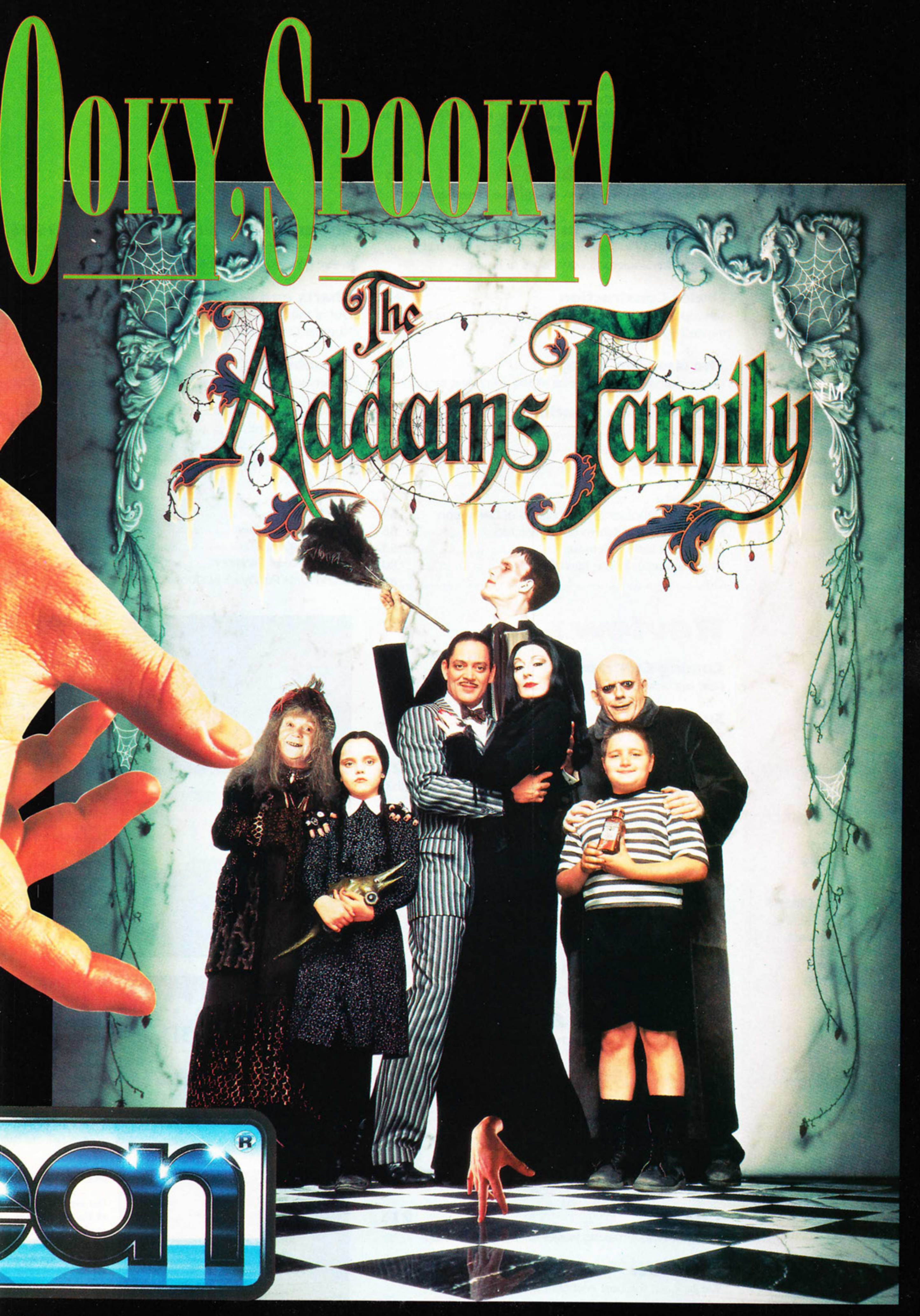


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JUNE 1992

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Observation of the month: If only 1,245 people had voted the other way in 11 key seats, the Tories would not have got in.

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Registered Circulation
130,143
July - Dec 1991

News

Screenplay

Reviews

Regulars



REVIEWED: *ViatPro 2*

The familiar fractal landscape modeller can do the most astonishing things in its new Professional incarnation: just look at those images!



REVIEWED: *Imagine 2*

The best in the business at the art of 3D modelling with ray-traced surfaces, and it just got better. Have a look at what it can do!

REVIEWED: *TV Paint v1.6*

The high art of 24-bit painting is at its peak with this package: even if you don't want to buy it, do some window-shopping!



IN PUBLIC DOMAIN

The wonderful world of the PD demo is explored once more by Maff Evans, the man who knows a groovy hip-house dance demo from a margarine tub.



When you put the joystick down and start getting creative, the Amiga is the most versatile tool for art, music, design and more.

But what do you do if you discover you don't quite have the talent to produce something stunning?

Like thousands before you, you cheat, that's what! We'll show you the short-cuts and where to get ready-made materials that can turn you into an Amiga expert...

Make it easy on yourself 26

Win one of five A570 CD-ROM drives! 178

Starting this month, the regular Grand Amiga Format Quiz kicks off by joining with Calculus to bring you the chance to win a £300 CD-ROM drive!





Win a wild weekend out! 88

Fancy joining the Special Forces? Now's your chance to win a weekend of outdoor pursuits, jumping off waterfalls and eating beetles, in this special MicroProse competition...



Getting to grips with Workbench 189

In the next exciting episode of the essential series for Amiga novices, it's time for you to make your first self-booting disk and create a slideshow of your pictures. Yes, you can do it!

Welcome to Amiga Format!



Damien Noonan, Editor

Hello and welcome to *AMIGA FORMAT*, the world's best-selling magazine especially for Amiga owners!

You are now reading the biggest-selling computer magazine in the whole of Britain. Part of the reason for this is that the Amiga is far and away the most popular home computer there is: and home computers are owned by dedicated, enthusiastic people who really care about getting the best from their machines.

But we also like to think that it's because we genuinely care about bringing you the best possible magazine. This magazine is created by an enthusiastic team of experts who are constantly striving to make this the magazine that you most want to read. To our way of thinking, this is a simple formula: it's all about news, reviews, advice and exploration.

We get the exciting news first: that's why we bring you the latest opinions on the new Amiga A600 this month.

Our reviews have consistently been voted by computer retailers as the ones that help them most when they're deciding what to stock: so we are clearly to be trusted when it comes to advice on what to buy. You can normally rely on us to bring you the first reviews of new software and hardware: and you can certainly trust our integrity when it comes to deciding what to buy.

Then there's the tips and advice sections: Gamebusters for cheats and clues on beating the best games, and Workbench to answer all your questions on the more technical side of things.

Add in the features that help you explore new areas and get complete control over your Amiga, like 'Make it Easy on Yourself' this month, and you have a package that can't be beaten for quality. Read on!

COVERDISK

turn the page!



Easy Amos



If you've ever wanted to try your hand at programming, now is your chance! You can use this demo to explore the challenge of what is said to be the easiest way ever to learn to program: and it's fun, too!







Croak! Froggy fun in this complete game. Cross the road, don't get squished!

Microbe A startlingly original little shoot-em-up of a weird and highly enjoyable kind...

Quick Money Two-player action gets frantic in the robo-hunting arena...

PLUS Hunter III Make it a little bit easier on yourself with this sample-ripping utility

on page 11...

The AMIGA FORMAT Collection

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COMPLETE HAM PAINT PROGRAM! You might have Deluxe paint II or III, but can you paint using all 4,096 of the Amiga's colour at once? With this you can: featuring unique blend setter and 'wrap on shapes', it's amazing!

● A 500 Plus Compatible ● Requires1Mb ●

SpectraColor Jr

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Coverdisk

Before you insert your brand-spanking new disk in to your Amiga, let **Pat McDonald** shed some light on the wondrous contents of that magnificent magnetic media.

GETTING STARTED

The way the Coverdisk works is very easy. All you do is switch on your Amiga and pop the disk in the disk drive. After a few seconds, a version of Workbench will load – it's much faster than the official version.

Move the pointer (using the mouse) to the small icon of a disk marked 'Coverdisk35b'. Double click with the left mouse button and a large window will open, displaying the contents of the Coverdisk. Just move the pointer again and double click on the icon that you want to run, again with the left mouse button.

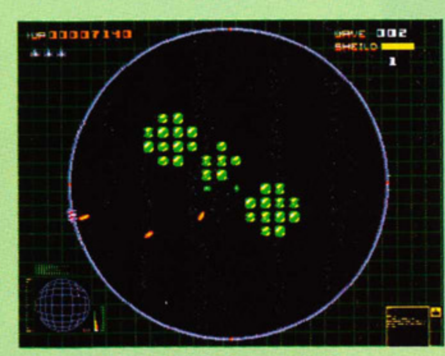
Only the *Easy AMOS* demo, *Quick Money* and all the Readme files will let you quit once you have selected them. Incidentally, if you have a printer connected, then you can't print files straight out from the Coverdisk. Instead, load Workbench first, then put the Coverdisk in, double click on the Readme file, and select print. It should work then.

512K users only, I regret that the *Microbes* game on the disk will not load on your machines. This is because the program had to be crunched to fit on the disk. Also, the *Easy AMOS* demo program Bob_Editor won't load, and the Zooming and Sound_Generator demos won't run. All down to lack of memory I'm afraid – but there's other stuff to keep you busy.

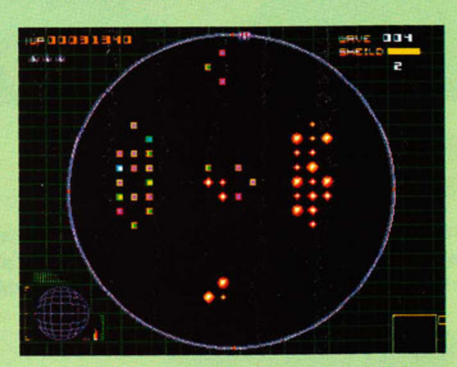


We've made the Coverdisk as easy as possible to use. Switch on, boot up, double click and double click again on your selection. Easy as a Big Mac.

MICROBES VISION SOFTWARE/PAL Only



The basic theory of *Microbes* is straightforward – just keep whizzing around the outer edge, blasting the larger blobs.



Later on in the game you'll get to some jewel like bugs - but they respond just the same way to your cannon, that is they blow up. Keep blasting!

All the way from New Zealand, this excellent little shareware game sounds good, plays fast and is hugely addictive. Prising our new art assistant, Lam Tang, away from it was a real chore, I can tell you! The first thing it does once loaded is display a shareware message. Wait until while this happens, have a read (it's only one screen) and press the fire-button to leave it. Keep pressing fire to get to the game proper.

The plot is quite irrelevant, so I'll skim through it. You and a battle tank have been miniturised in a laboratory, in order to wipe out a germ warfare experiment that's gone out of control. You view the screen through a microscope, and your tank can only move around the edge of the screen.

To play *Microbes* you will need a joystick plugged into your machine. Move left and right to move your tank, and press fire to release some shots in the direction you're pointing. It takes practice to aim at a target, because it's got to be between your tank and the centre of the screen.

There are three main groups of nasties. The Microbes themselves are fairly large blobs (the game starts with green ones, although different varieties crop up later). If you look at them closely, you'll see that they pulsate slightly. This pulsing gets faster and faster, until the Microbe becomes a mutant, which starts moving towards the edge of the screen. Don't let it get there, because if it does it will take some energy from your shield – when you're shield gets to zero then you lose a life.

Avoid twitching the joystick up and down, because that's how you activate the smart bomb feature. Pushing up will nuke all the small neuter Microbes on the screen, the clutter left over from shooting the big ones – handy when your targets are obscured by the little ones. Pulling down will destroy all the mutants on the screen.

To finish each screen, you must blast all the large Microbes and mutants. This is easier said than done, because the big blobs reproduce very quickly, producing ever-growing clusters of targets that eventually become mutants that menace your existence. Cor, don't mad scientists make life difficult!

Sometimes, a mutant that's been shot will leave a capital 'F' or 'S'. Shooting the Fs increase firepower, giving faster shots and longer bursts. The Ss are smart-bomb tokens, to use on the later levels.

THE FUTURE OF SHAREWARE – YOU DECIDE

A lot of the programs on the Coverdisk are in fact shareware, and a lot of readers are still rather confused over what exactly that means. In essence, it's just a way of selling software - the difference is that you can try it out for a reasonable time before paying for it. Feel free to pass on copies of the games Coverdisk (NOT *SpectraColor Jr* though) to your friends, so then they can decide whether or not to pay.

The idea is that you try the program out for a few days (the maximum length of time is specified in each Readme document, although a week should be enough in most cases). If you like it and plan to use that program a lot, then you should send off your cash to the author – again, where you send it is specified in the Readme documents, although in the Case of *Microbes* it's the first thing that the program prints.

Now, if you like and use a shareware program and don't bother sending off any money, nobody is going to chase you about it or tell you off. But remember that effectively you are stealing from programmers - and they are not known for being dumb.

If a programmer releases a really good shareware game or utility, and gets little or nothing for it, then the chances are that they won't bother doing it again. Which means that shareware dies, and you always end up paying for commercial software. Do you really want that?

Programmers are the same as other people, they need to earn a living. Programming is a subtle and intricate activity, and the most rewarding when you get things right. If you have no knowledge of how computer programs work, check out the *Easy AMOS* demo on this month's disk. Then decide for yourself if you want to try it for real or not – and whether the shareware fees that programmers ask for are reasonable or exorbitant.

Easy AMOS demo

EUROPRESS/JAWX PAL ONLY

AMOS **HAS BECOME** established as the best language for novice programmers on the Amiga, but there are still plenty of people who find it too difficult to get a grip on. Enter *Easy AMOS*, with some advanced features missing and a couple of extra, specially designed features for people starting from scratch. So if you've always wondered just what this programming lark is all about, this disk is the place to start!

Programs are best thought of as a list of instructions for the computer. It goes down the list, obeying the commands, perhaps jumping to a different part of the list at different times. But it always starts at the top and usually finishes towards the bottom.

Rather than just give you the demo, the programmer of the *AMOS* series, Francois Lionet, has included quite a few little sample programs for you to look at and muse over. None of them produce arcade-quality graphics or millions of sprites flying all over the place, but *AMOS* isn't about speed. It's about being easy to understand – much easier than machine code or C.

Also understand that this is just a demo. If you manage to write any programs of your own, then you won't be able to save them to disk. Also, the Help feature doesn't work, and neither do some of the others. It's just there to help make up your mind about whether or not *Easy AMOS* can help to teach you how to program the Amiga to do what you want it to do.

Finally, to stop an *Easy AMOS* program running, you have to press the Esc (short for Escape) key twice. Pressing it once puts you into Direct mode, from where you can enter *Easy AMOS* command directly. For people who already know the Basic language on which *AMOS* (and so *Easy AMOS*) is based.

Oh yes, sometimes the Esc key doesn't work, in which case you should hold down the Ctrl key, then press C. Again, that puts you into Direct mode, so you should hit Esc to go back to the main editing area.

The main difference, by the way, between *AMOS* and *Easy AMOS* is that *AMOS* was designed to write arcade games using sprites with lots of frames of animation. To handle this simply, without writing lots of commands to change each sprite frame by frame, a separate language called *AMAL* (Amos Animation Language) was included. This gave a simple method of specifying sprites, which animation frames to use and the rate of change on a single line.

Due to *AMAL*'s inherent simplicity, a lot of people had immense trouble working with it, so it's been taken out of *Easy AMOS* (and so the demo as well). Instead, a number of options have been included to help you learn how to use the *AMOS* system - the most powerful of these, the Tutor function, has been included in the demo. It's best to learn to walk before you attempt to run. No pun intended.

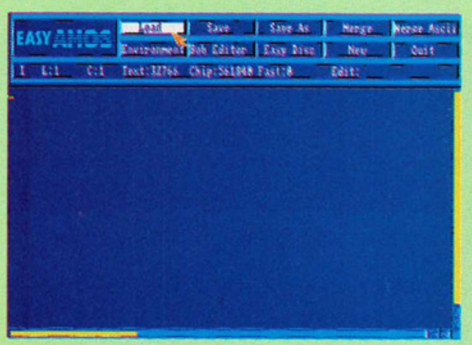
CDTV OWNERS!

If you own a CDTV device, you're probably still in the shop wondering whether the disks work with your machine. Yes they do! If you have a floppy disk drive connected, of course. Both the *SpectraColor Jr* and *Easy AMOS* disks work fine, with one proviso.

***Quick Money* is designed for two players, and so you need a mouse and a joystick, or two mice, or two joysticks. However, you cannot connect these to a CDTV without a Game Brick device. Everything else causes no problems - but do remember to press the Joy/Mouse button after loading *Microbes* or *Croak!*.**

The reason for this incompatibility seems (I'm not totally sure) the crunching program we used to compress the disk. Now we have a copy of *PowerPacker Professional 4*, that seems to have cured the problem. Our sincere apologies to all those frustrated CDTV owners - from next month we'll check for Kickstart 1.2 as well.

HOW TO LOAD PROGRAMS



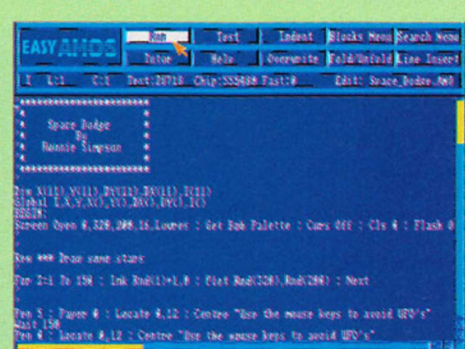
The most difficult part of loading the example programs into *Easy AMOS* is getting to the Load button. Move the mouse pointer to the top of the screen, press the right mouse button and keep it held down. The usual menu options will be replaced by a different set. Move the mouse pointer to the Load button, and click the Left button. Let go of both mouse buttons and then a load requester will appear.



All of the example programs are kept in a drawer called EA. It should be the first drawer to appear (all drawers are marked with an asterisk, so it's labelled as *EA). Move the mouse pointer to it and double click with the left mouse button.



The contents of the EA drawer will appear. Move the mouse pointer down to the file called Space Dodge.AMOS. Then double click on it, again with the left mouse button – if you want to see a different example, just click on a different name. The file requester will disappear.



Once the example program has loaded, you will see a listing of it going down the screen. Simply move the mouse pointer to the button marked Run, and click with the left mouse button. The *Space Dodge* example program will then run.

THE TUTOR FUNCTION

The most useful ability of *Easy AMOS* is probably the Tutor. This lets you view the output of a program in a small window, and displays the commands while they are being executed. So you can view the program running, and see just how it's generating the screen display, and the commands used to play sounds as they are being played!

The traditional way of learning in Basic (which is more or less the language that *AMOS* is) was to type in program listings from magazines. Unfortunately, the growing size of computer systems' memory means that it's not really viable – imagine a computer magazine with a fifty page listing! People made many typing errors when typing too.

The Tutor function is designed to fill the gap left by the absence of computer listings magazines. To use it, load in one of the example programs as per the above instructions (they're all in a drawer called EA, remember) and click on the Tutor button towards the top centre of the screen. This will bring up a separate screen.



Here's the *AMOS* Tutor in action. The four play buttons, from left to right, do the following. The first one runs once Amos command each time it is clicked on with the left mouse button. The second runs a complete line. The third does a whole block of functions, while the fourth quits the Tutor and runs the program normally.



QUICK MONEY

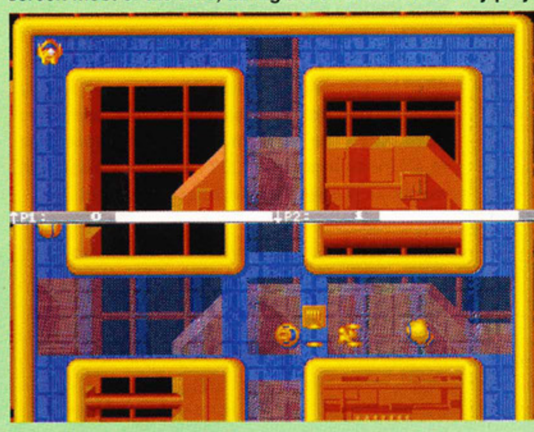
BEN CAMPBELL ■ PAL/NTSC

This is a fairly easy, two-player, blasting game. Broadly speaking, the idea is to move your droid around the different mazes, shooting at everything, your opponent and the computer drones. Simple enough for most people.

Control is fairly simple, and can be either joystick or mouse for either player. You set the game up at the beginning, pressing the function keys to decide who plays with which type of controller. You can also choose between PAL (Europe, Australia and New Zealand where this game originates from) or NTSC (North America, parts of Latin America and Japan) video displays. Pressing the Esc key on this screen will quit the game.

Each player has a score and a shield. By shooting the drones, your score goes up. However, when a drone moves onto you (or your opponent shoots you) your shield goes down - when it reaches nothing, you're dead!

The good news is that the shield can be revitalised by trading in points scored for energy. You do this by moving over the square icon - there's one in each maze, although sometimes it's a bit too close to the icon with arrows on it for comfort. That's where the computer drones pop out of, you see. A lot of people find the split screen confusing – the playing area is split into two, and the different areas move independently. The trick is to watch your screen most of the time, taking a look at the other only player's occasionally.



Playing *Quick Money* well relies on a bit of though as well as reflexes. It usually pays to keep half an eye on what the other guy is doing. If he's dead and you're behind on points, concentrate on blasting as many drones as you can to make up the difference.

CROAK!

SELWYN STEVENS ■ PAL ONLY

Some of you may recognise this game because it's a fairly close clone of an old arcade game called *Frogger*. You'd be hard pressed to find a *Frogger* machine that still works, so it's nice to see a version on the Amiga - all right, I admit we did put one on ***Amiga Format*** 25's Coverdisk, but this one has a number of extra features.

The idea is really, really simple. With a joystick, you have to hop a frog over a road and across a river, in order the reach the holes at the top of the screen. Each hole has to have a frog in it before you finish the level - the main difference between the levels is that the road traffic goes faster and there are fewer logs across the river. Also, a chicken clucks up and down the safe middle zone, making it not so safe.

As well as the logs floating down the river, an occasional family of turtles can be used to hop across. Be a bit wary of them though, because they have a tendency to dive at the most inconvenient times. Only hop onto a turtle if there's a log nearby to escape onto.

Oh yes, *Croak!* can be played in two-player mode, but only if you have got two joysticks. It's a straight race then to fill up the holes at the top of the screen – the second player has a yellow frog, so you don't get confused as to who's who on screen.



It's so very easy in theory, and so finicky in practice. Hopping your frog across the road and over the river, that is. It's so infuriating to get all the way across and then miss the hole!

HUNTER III

Neil Boffin ■ PAL/NTSC

Hunter III is a sample ripper. It has three main uses; it can scan memory for sound samples, to see if any have survived a reset (usually they do); it can scan memory to nick sounds out of programs that multitask with *Hunter III* (very few games multitask, but plenty of sound player programs like *MedPlayer* or *IntuitTracker* do); and it can also scan through disk files for samples, even ones crunched with *PowerPacker*!

Before you get it running, remember that it can only look for things that have already been running in the Amiga's memory. The best way to do this is either play a game before running the Coverdisk, or have a quick game of *Quick Money* and then quit out of it from the titles screen. Then double click on the *Hunter III* icon itself.

When running, the program has a control panel which is similar to that found on a tape recorder. You can fast forward, rewind, play and stop. It also displays information within little windows, for things like where in memory it starts playing from, how long it plays for (the length of a sample) and how fast it plays it - playing a sample slower makes it sound lower in tone, and faster raises the tone.

When you click in a box to type, remember to press the Del key to delete all the information that's already there - a mistake many people made when setting the page size on *Page Setter*.

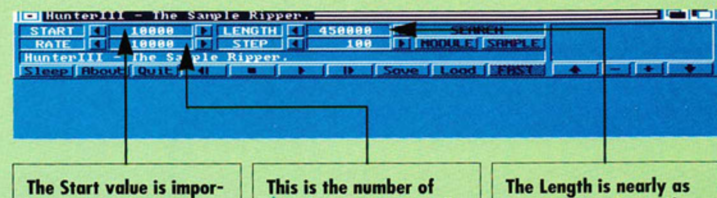
Right, by now you've probably gone ahead and clicked on the play button, only to hear high-pitched screeching coming out of your computer. That's how normal computer programs and pictures sound when you play them. If you ever owned a computer that loaded programs from tape, you'll recognise the similarity.

Down to your first memory scan. Click on the box labelled start, delete what`s there (by pressing the Del key) and enter a fairly low value – let's say 10,000. Click on the box marked length, delete what's there, and type in 450,000. The majority of Amiga's only have 512K of chip RAM for storing samples, and trying to get the computer to play an area of memory that doesn't exist will cause problems. Adjust the volume downwards, then click on the play button.

Screech, scream, burr, hummm... then you'll hear something recognisable, either a sound effect or instrument from the game. Then the howling will return.

Adjust the start position upwards, and decrease the length, then play again. You'll get less of the computer noise and (hopefully) more of the sound sample. Keep adjusting the start and length until you can only hear the sound sample. Click on the save button and have a blank disk handy. Congratulations, you just did your first sample rip!

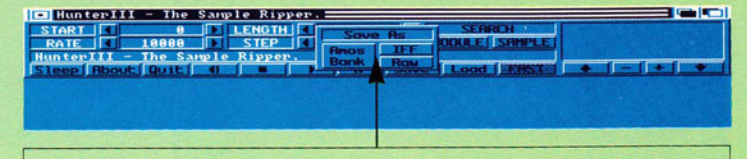
I could go on in this vein, explaining absolutely everything that this program is capable of doing, but all the information is mostly contained in the Readme document on the Coverdisk anyway. Have a browse through that and keep playing with the program until you're happy with it. Need some samples from a PD demo or game? Now you can get them.



The Start value is important – it's where in memory the computer will attempt to play sounds from. Values down to 0 are fine, although you are unlikely to find any samples earlier than 10,000.

This is the number of samples the Amiga will play each second. If the length is 150,000, and the Rate is 10,000, then it will take 15 seconds to play that much memory. Rates over about 30,000 are pointless.

The Length is nearly as important as Start. If it's too big then you're computer will play samples from memory that don't exist (this can crash it) and if it's too small then you may miss sample data entirely.



When you click on save, this requester box appears, asking if you want to save in IFF, RAW binary or AMOS bank format. If you're not sure which, IFF is the best all rounder, although RAW samples sound better. Click on 'Save As' to abort the save.

Using Your Coverdisk

1. Always write-protect your disk. Move the tab so a hole is showing.

2. Copy the Coverdisk and use the copy, not the original. This may sound like a complicated task, suitable only for techno buffs, but it's surprisingly simple to do, just follow the simple instructions for copying the disk which are given below.

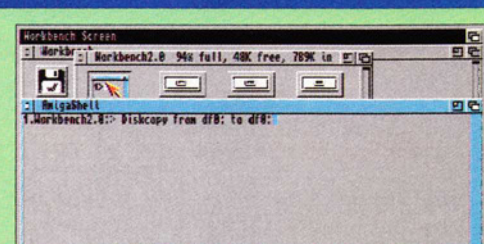
3. Read the instructions when using the programs.

Backing up your Disk

There are two ways of making a copy of your disk, and this is the easy one. Don't be daunted by the fact that you need to use the Shell or CLI: it's actually a lot easier than you might think. Just follow these simple steps…



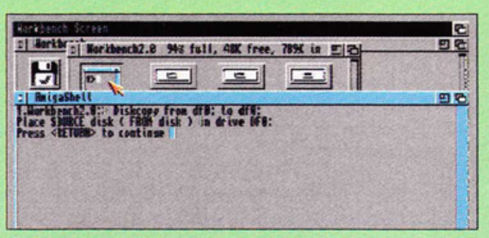
1 Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.



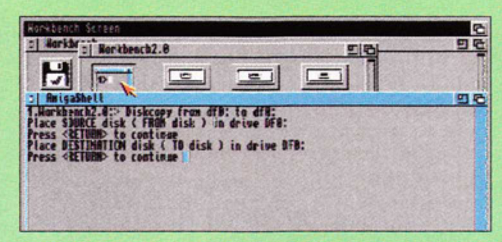
2 When the Shell window appears and the drive light is out, type in:

```
Diskcopy from DF0: to DF0:
```

and press the Return key.



3. The Amiga will now ask you to insert the 'source' disk. It means the disk you want to copy, so put the Coverdisk in the drive and press the Return key.



4. Wait for a while and it will read all the information off the Coverdisk, telling you how far it has got. Then it will ask you to insert the "Destination" disk. Put the disk you want to copy your Coverdisk onto in the drive and press the Return key. Note that the disk does not need to be formatted already.



5. Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says "Diskcopy Finished" just type in:

```
endcli
```

to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is ready!

DISK PROBLEMS?

If you have a problem with the disk – and you're sure the disk is in full working order – then you may need a little help. If you ring us on any Tuesday, and ask to speak to Pat McDonald, he will do his best to help you. Please understand, giving this sort of advice is time-consuming and we are very busy people, so only call if you really have to and do be considerate if we can't talk to you just then. If the problem is particularly complex it is better to send it to us in written detail. It will then be dealt with in the Workbench pages of the magazine.

BE CAREFUL!

We have done our best to check that the programs on the ***Amiga Format*** Coverdisk are simple to use and have no known viruses. We cannot usually answer complex telephone queries on the software (see the Disk Problems? box) and we do not accept liability for any consequences of using the numerous programs that are on the disk.

COPYRIGHT

Disk not working?

We duplicate over 440,000 disks every month. Out of all those, obviously a few will be faulty. If the disk or any of the programs will not load or run properly, there may be a problem. Don't panic!

First try using the *DiskDoctor* utility on your Workbench disk to rescue it before sending it off for a replacement. In-full details of *DiskDoctor* can be found in the user's manual that came with your machine.

However, if your Coverdisk is in fact faulty, you should send it back INCLUDING A STAMPED, ADDRESSED ENVELOPE for a free replacement within one month of the cover date to:

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Daventry
Northants
NN11 4SA

Remember to include that stamped, addressed envelope!



Perhaps you were getting just a touch too big for your brogues because you were up there with pros like Azinger and Stadler out at Avenel, Sawgrass, Sterling Shores and PGA West Stadium?

Instead of retiring smugly to the 19th Hole for a few rounds of Scotch, it's time for a brand new challenge in the shape of three new tournaments: The Honda Classic, The Phoenix Open and The Federal Express St. Jude Classic.

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The AMIGA FORMAT Collection
No.3 RRP £60
Spectracolor Jr
from Oxxi-Aegis

COMPLETE HAM PAINT PROGRAM! You might have Deluxe paint II or III, but can you paint using all 4,096 of the Amiga's colour at once? With this you can: featuring unique blend setter and 'wrap on shapes', it's amazing!

● A 500 Plus Compatible ● Requires1Mb ●

To the artist ...a son

Continuing the Amiga Format Collection, we bring you Spectracolor Jr – a full-featured HAM paint-and-animation package to add to your Amiga toolkit. **Maff Evans** highlights the key features of this powerful artistic program.

THOSE OF YOU who bought the Christmas issue of ***Amiga Format*** will no doubt have dabbled with the paint program given away on the cover. This month's Coverdisk contains more ammunition for the Amiga artist to add to their arsenal in the shape of *Spectracolor Jr*.

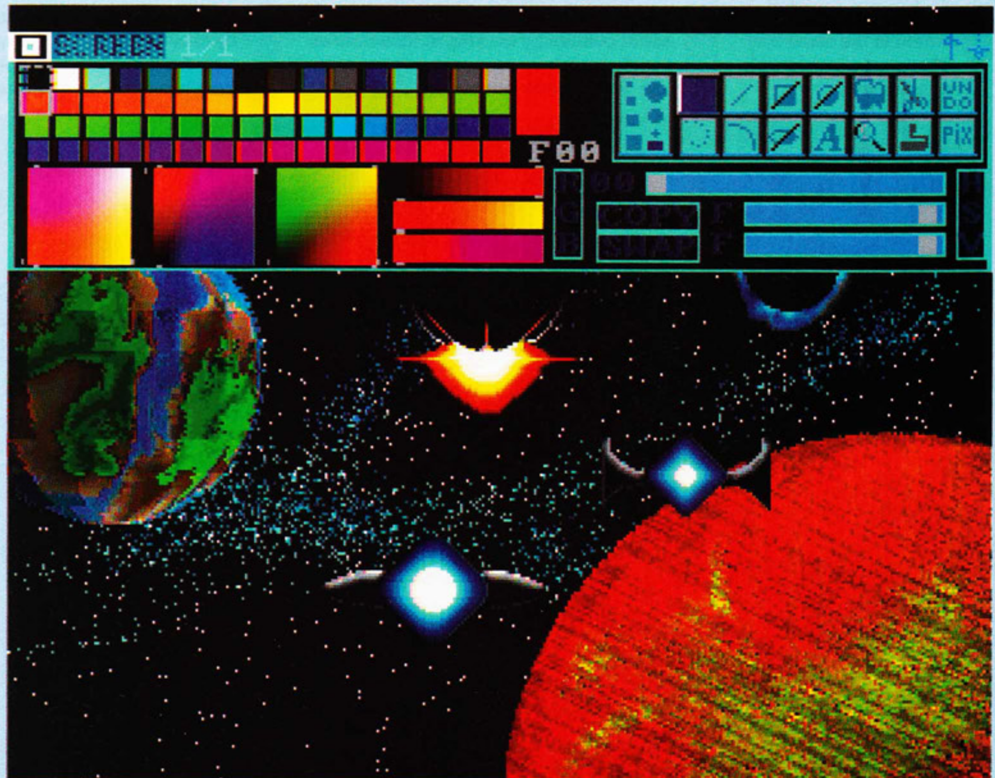
So why, when we've already given you a paint-and-animation program, have we included another Amiga art program in the ***Amiga Format*** Collection? Well, *Graphics Workshop* is all very well when you want to work in modes up to 64 colours, but what about HAM mode? What do you do when you want to create artwork and animation with up to 4,096 colours? This is where this month's addition to the ***Amiga Format*** Collection, *Spectracolor Jr*, comes into play. The program contains all the features you'd expect from a paint package, all specially constructed to allow you to work with all of the Amiga's 4,096 colours, as well as the ability to create animation pages to bring your HAM pictures to life. The program also contains some specialist functions which can only be used in HAM mode, and so will take a little getting used to. On the following pages we will try to give a rough outline of the various functions, explaining some of *Spectracolor*'s unique features along the way.

GETTING STARTED

Spectracolor Jr will work on a standard Amiga (even a 512K A500), but additional memory (at least 1Mb) is definitely recommended for creating animation frames or working in interlace mode.

Getting up and running is pretty straightforward. To load the program, power up your Amiga and insert the Coverdisk containing *Spectracolor Jr* into the internal drive. After a while, a Workbench screen will appear containing the disk icon. Double click on the icon to open the disk window, then double click on the *Spectracolor Jr* icon (the one with the paint palette, mouse and monitor) to load the program. A blank screen will appear with the *Spectracolor Jr* Fast Menu at the top. You're then ready to start painting.

In order to conserve memory, *Spectracolor* only loads the sections of the program that it needs at any one time. For this reason, we recommend that you leave the disk in the drive as much as possible. Only remove the disk when you want to load or save picture and animation files (or preferably use another drive), otherwise you will get nasty messages appearing telling you to replace the original disk. Not a disaster, but a little annoying when creating a masterpiece!



This picture was created by manipulating brushes using *Spectracolor Jr*'s impressive Wrap-on feature – and there's no restriction on the number of colours.

It doesn't stop there...

Once you've had chance to experiment, and discovered those artistic talents you never realised you had, on this month's Coverdisk, you'll have realised *Spectracolour Jr* is a very easy-to-use paint program. And if it's whetted your appetite, selecting from 4,026 possible HAM colours, it doesn't have to stop there. ***Amiga Format*** have negotiated a very special offer for readers who want to get hold of *Spectracolor*'s advanced features. The full featured upgrade includes the following innovations:

Brush Wraps
Advanced Paint Modes
Air Brush
Brush Animation – including curved path animation with fades and simple morphing.

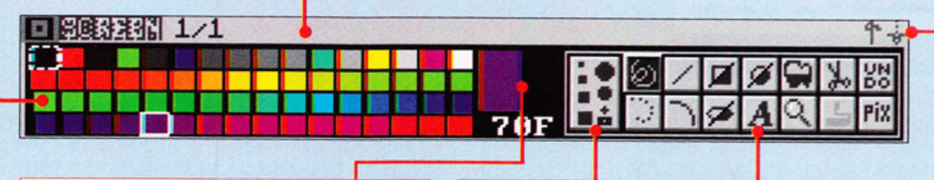
But the upgrade doesn't stop there. You'll also receive a program disk, plus a sample tutorial disk and an in-depth 300-page manual that will take you through countless examples and techniques showing you precisely why *Spectracolor* is such an excellent paint-and-animation package. So to upgrade now send a cheque for £31.40 payable to Future Publishing Ltd, plus your *Spectracolor Jr* Coverdisk, to the following address; ***Amiga Format***, *Spectracolor* Offer, Future Publishing, Somerton, Somerset TA11 7BR.



The Fast Menu

The Fast Menu holds all the main drawing and colour-editing controls. It can be turned off by selecting the Close gadget in the top-left corner or toggled on or off by clicking the right button in the top-right of the screen or by pressing F10 or Help.

TITLE BAR This holds information such as the current page and the drawing mode. You can move the Fast Menu by clicking on the title bar, holding the left mouse button or by dragging up or down. By dragging, whilst holding on the word SCREEN, you can move the entire screen up and down.



THE COLOUR PALETTE This is where you select the colour with which to paint. The top row contains the Base Colours, which will be explained later. To select a foreground colour, click on the required colour in the palette with the left button. Use the right button in the same way when you select a background colour.

FOREGROUND/BACKGROUND COLOURS The current foreground colour is shown in the left-hand box and the background colour is shown on its right. You can select colours by clicking in these boxes and then clicking on a colour in your picture with the relevant button.

BUILT-IN BRUSH BOX You can select a built-in brush from here by clicking on it with the left button.

THE TOOL GADGETS These buttons are used to access the various drawing tools. For an explanation on these, see the Tool Gadgets section.

EXTENDED FAST MENU To open and close the Extended Fast Menu (including the colour editor), click on the two arrows at the right-hand end of the title bar. This is the section where all the colour editing functions are found (see the Setting Colours opposite for an explanation).

The Tools

These are the buttons to click on for the various drawing tools. You can also use key short-cuts, which are listed next to the icons. Use the left hand button in each mode to draw with the foreground colour and the right button for the background colour.



FREE DRAW TOOL (D)
This is the default tool and allows you to draw a freehand line with the current brush. Clicking a second time (or pressing D twice) allows you to draw a filled shape. By holding the Ctrl key while drawing, you can go back and edit parts of the line which aren't quite right.



DOTTED FREEHAND DRAW (S)
Allows you to draw a freehand dotted line. Clicking again (or pressing S twice) switches to the airbrush tool. To set the size of the airbrush, select it with the right-hand button, then drag the area to the required size.

LINES (V)
This is used for drawing straight lines. Click on the start point and drag out the line, releasing the button to stamp it down. Clicking again (or pressing V twice) allows you to draw lines surrounding an area, which will be filled when you click on the start point.

ARC (Q)
Works like the line tool, except you can bend the line to form a curve.



RECTANGLE (R)
Allows you to draw a rectangle. Click on the bottom section of the icon (or use Shift-R) to switch to filled rectangle mode.



ELLIPSE (E)
Allows you to draw an ellipse on screen. Click on the lower section of the icon (or use Shift-E) for a filled ellipse.



CIRCLE (C)
Allows you to draw a circle on screen. Click on the bottom half of the icon (or use Shift-C) for a filled circle.



TEXT (T)
Allows you to type text in the current font. Click on the icon with the right button to call up the Load Fonts requester.



FILL (F)
Fills an area of the screen with colour. The first mode is Background fill, which will fill until it hits another colour. Clicking again (or pressing F twice) selects Boundary Fill. To use this, you must next click on a section of the boundary to the area you want to fill. The program will now fill until it hits that colour.



MAGNIFY (M)
Opens a window containing a magnified view of the area that has been selected. On the window are tools to change the size of the window and the magnification which can also be changed using < and >.



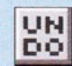
CUT (B)
This allows you to cut out an area of the screen to use as a brush. The first option is the scissors tool. This allows you to cut out a rectangular area. Clicking (or hitting B) twice selects lasso cut, which works in the same way as a filled freehand shape. Clicking (or hitting B) three times allows you to cut out a polygon area (in the same way as drawing a filled polygon).



BRUSH (SHIFT-B)
Restores the brush to the last one used.



UNDO (U)
Undoes the last drawing operation.



PIX
Allows you to 'pixellise' areas by drawing with the brush. Use '0' and '–' on the keypad to change the level of pixellisation.



CONTROLLING SPECTRACOLOR JR

All the options and control functions in *Spectracolor Jr* can be accessed via the main control panel (called the Fast Menu) and from one of the six pull-down menus. Some functions open up further windows for special functions. These will be detailed later.

THE MENUS

The menu options are selected by using the right button with the pointer at the top of the screen. You can also use key short-cuts (listed in the menus) to select some options).

THE PROJECT MENU

Clear
Clears the screen to the current background colour.

Load
Calls up the file requester to load a picture. You can type in a filename or select it from the main window. You can select '*.*' to display all files or '*.PIC' to display only files with the extension .PIC.

Save
Saves your picture with the current filename.

Save As
Opens a requester similar to the Load requester for saving a picture.

Save Anim
Allows you to save a number of animation frames. You set the frames to save using FROM and TO as well as whether to save the anim as a continuous loop (some animation programs need this to be set).

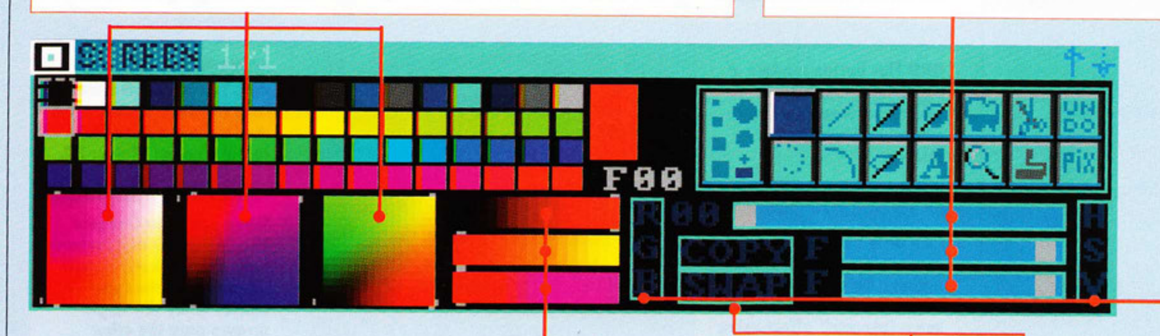
Delete
Calls up a requester for deleting a file.

Print
Calls up a window for printing the current picture using the current Workbench printer prefs.

Setting Colours

COLOUR SELECTION SQUARES
These show cross-sections of a three-dimensional colour 'cube', with white dots showing the location of the current colour. You can select a colour to use from any square by clicking on it.

HSV SLIDERS
These are used to edit the hue (colour shade), saturation (amount of colour) and valence (brightness) of the currently selected colour.



THE SPREAD GADGETS
You can create a spread of colours using these. Select the first colour, click on RGB gadget or HSV gadget and set the target colour to create the spread. Note the subtle differences between an RGB spread and an HSV spread.

RGB SLIDERS
These allow you to edit the amounts of red, green and blue in a colour. The white dots show the current value of each slider, with the bar displaying the spread of shades currently available on each colour.

THE COPY GADGET
Allows you to copy the current colour to another register.

THE SWAP GADGET
Swaps the current colour with that of another register.

Fast Menu Calls up the Fast Menu

Base Colors
Calls a sub-menu allowing you to select where the 16 'Base Colours' (which *Spectracolor* uses for HAM calculations) should be taken from, along with functions for configuring the picture to use the new colours.

Alternate
Accesses a menu used for moving to, or creating, new screens to use as spare pages or animation frames. The command to play an animation is also found here.

Font
Calls up a menu for loading fonts, setting the type style or freeing memory used by a font.

Video
Displays the screen without any menus or windows. You can press I in this mode to turn interlace on and off, which is useful for recording animations to video.

About
Displays information on *Spectracolor*.

Quit exits the program.

THE PREFS MENU

Screen Mode
Sets the screen mode to use for painting.

Exact Color
Uses the current colour as it stands and affects adjacent pixels, rather than using the base colours to affect the current colour.

Keep Undo / Keep Brush
Allows you to use the brushes and Undo command from the Fast Menu. If memory is low, you may want to turn these off to save memory.

Fast Brush
Allows you to draw more freely with a cut-out brush. The function requires more memory than normal brushes and only works with Trans mode off.

Clear to First
Clears the screen to the first colour in the palette.

Load Prompting
Switches the 'Yes/No' panel which asks for size changes when loading on or off.

Coordinates
Toggles a coordinate display in the Fast Menu title bar.

Workbench
Allows you to open and close the Workbench.

Follow Mouse
Drawing functions follow the mouse path exactly).

Mouse Speed
Sets the speed of movement of the mouse pointer.

Screen Offset
Move the position of the screen display.

Save Prefs
Saves the current option settings in the Prefs menu.

THE BRUSH MENU

Load
Calls up a requester for loading a brush.

Lighting

The Luminosity window is used to set up lighting effects to use with the Wrap functions, emulating a light source for the 3D effect.

LUM ON/OFF
Switches the Luminosity function on or off.

DIRECTION
Allows you to move the light source point in an imaginary hemisphere around the subject.

INTENSITY
Adjusts the brightness of the light source.

Luminosity
Lum On
Direction
Intensity
6
-41
Contrast
15
-21
Dither
Back light
3
Fine shade
Full scale
OK
CANCEL

BACKLIGHT This sets whether the light source is in front or behind of the subject (the values in the direction panel change from 0-90 to 90-180).

CONTRAST
Adjusts the contrast between the light source and the subject.

FINE SHADE
Adds extra smoothing routines to the rendering process. This may not be useful on some objects.

DITHER
Sets the amount of dithering to be carried out when rendering a lit object.

FULL SCALE
Defines whether to use the whole range of shades across an object.

Continued overleaf



Save As
Calls up a requester for saving a brush.

Trans
Turns the brush's 'transparent background' option on or off.

Solid
Turns the brush into a silhouette in the current foreground colour.

Flip
Flips the current brush horizontally or vertically.

Resize
Accesses a menu containing options for changing the size of a brush.

Rotate
Allows you to change the angle of tne brush.

Wrap On
This really is one of the most interesting and novel features of *Spectracolor Jr*. By using this sub-menu, you can wrap the current brush onto a number of shapes. All of these create a solid, 3D representation of your brush using lighting effects from the Luminosity function. All the functions are carried out by selecting the required shape and dragging the shape out to the required size, with the exception of the cube and contour functions.

The 3/4 cube allows you to wrap the brush around a cube while the *3 option places the brush on each face of the cube. Dragging the mouse in the cube function changes the size and orientation of the cube for optimum effect. The contour function creates a 3D contour map (which can be tilted) based on the brightness of various areas of the brush.

Special
This allows you to access a number of special brush manipulation functions, including brush bending, stretching and twisting (forming a spiral).

Tilt
Allows you to move and tilt your brush in 3D space. By selecting this function and dragging the brush around, you can change the pitch, roll, yaw and distance of the brush.

Lum
Brings up the Luminosity requester (see 'Lighting' section).

Remap
Restores the colours of your brush if its palette is different from the picture.

Free
Removes the brush and frees all of the memory that it previously took up.

THE SPECIAL MENU

Cycle Draw
Allows you to draw with the colours cycling through the current palette between your selected foreground and background colours.

Stencil
This is used for creating and using 'masks' which protect areas of your picture. A stencil is defined in the same manner as drawing a filled freehand shape. You can invert a stencil to protect everything but the marked area.

Grid
Allows you to drag out a box defining the proportions of a guide grid. With a grid on, the mouse pointer will snap to the grid's corners.

Shadow
Contains options for adding shadows in the current background colour (complete with effects) as you draw. You can define the offset or use the Relative (in conjunction with the Define Base Size function) to create a shadow offset relative to the size of the drawn shape.

THE MODES MENUS

There are two of these Modes menus, one for the background and one for the foreground. They are both the same and carry out the same functions (albeit independently) on each.

Normal
Draws normally in all functions.

Blend
Blends the current brush (including custom brushes, built-in brushes and filled shapes) with the background in all drawing operations.

Set
Opens the blend requester for defining gradients to use with the blend function (see Blending Gradients box for more information).

Add
Adds the value of colours in the current brush to background colours as you draw, creating new shades.

Subtract
Works in the same way as the Add function, except the values are subtracted.

Maximum
Compares the RGB values of pixels in a brush with those of the underlying background and changes the values to the maximum as you draw. For example, if a brush pixel contains a higher RGB value than the background pixel it covers, the background colour will change to that of the brush pixel.

Minimum
Works in a similar way to the Maximum tool, except that the minimum values are displayed.

Use H
Changes the hue of any underlying colours as you paint, effectively 'tinting' an area with a new colour.

Use H&S
This changes the hue as well as the saturation of underlying colours, much like laying translucent film over the background.

And / Or / Xor
Carries out binary calculations on pixels in the brush and pixels in the background to create new colours.

Source
These are the options to define where to get the pixels for the drawing operations.
Color is the default value, and allows drawing using the custom brush or palette colours.
Pattern allows you to set a fill pattern from a custom brush and affects BOTH foreground and background modes.
Panto allows you to introduce a second crosshair for a computerised pantograph effect, using the Set function to define the offset.

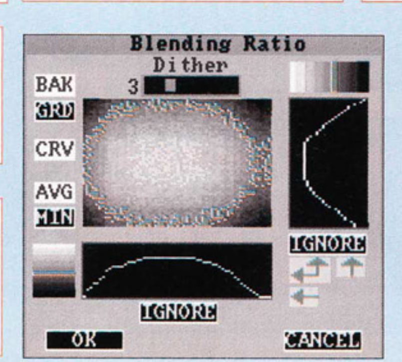
Blending Gradients

You can create gradient-fill effects to use in the Blend function in the Modes menu, creating horizontal blends, vertical blends or a combination of the two.

BAK This button, when set, carries out the blend using the normal colour definitions.

EXAMPLE BLEND WINDOW
This shows a square illustrating the effects of the current blend settings.

DITHER
Sets the amount of dither to use when rendering a gradient blend.



GRD This button renders a blend using a spread of colours between the foreground and background colours.

CRV Sets the blend to use a graduated curve when rendering a blend. When switched off, the blend will use a 'pyramid' effect using straight line gradients.

AVG
Sets the blend to use an average of the two axes' curves and the background.

HORIZONTAL GRADIENT BOX You can draw a freehand line here to define the shading to use in the horizontal element of your fill.

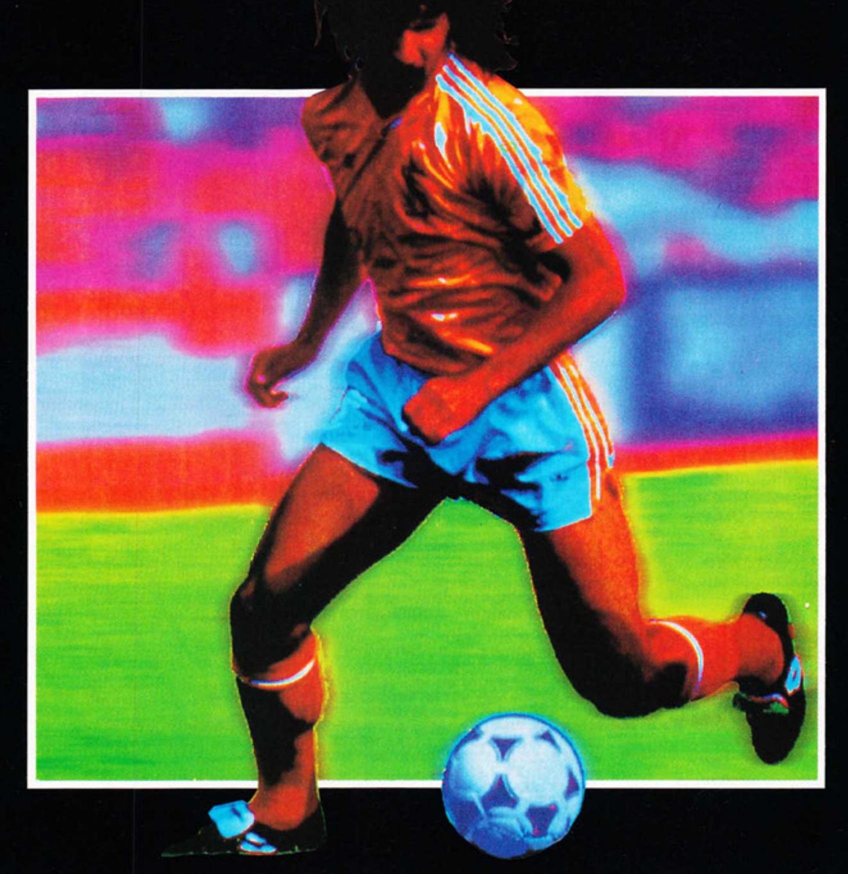
Swap and Copy Gadgets
The arrow pointing horizontally and vertically swaps the curves in the two boxes, while the single arrows copy the other curve into the selected box.

VERTICAL GRADIENT BOX
You can draw a freehand line here to define the shading to use in the vertical element of your fill.

IGNORE GADGETS
When these are selected, the blend function will only carry out a gradient blend in one axis.

MIN
When this is selected, the lowest point shade of the two curves and background will be used for rendering.

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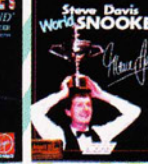
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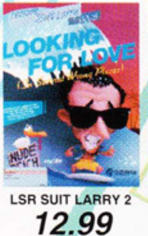



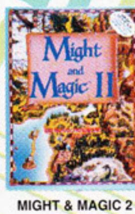
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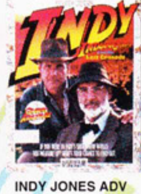





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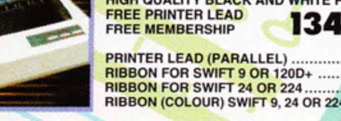
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A600 smart cards: an end to piracy?


Another Amiga is about to be sprung on the public. The big software houses are complaining of lack of consultation and few are committing themselves to smart card development.

THE MOST INNOVATIVE feature of the new Amiga 600 is its cartridge capability. A ROM slot has been built into Commodore's latest creation with the hope that third-party companies will develop smart card software. The implications of this are an end to piracy and the possibility of huge games with no loading time. However, if the software industry doesn't support ROM cards, the A600 will become little more than a slightly shorter Amiga with a snappy case.

In time-honoured fashion, Commodore have largely chosen to just spring the A600 on the software industry. The American arm of the company were speaking directly to several companies (Renegade produced a smart card demo for Commodore Germany), but even the largest of software houses are unsure if they will be producing special games.

Although US Gold don't produce many games themselves, they told ***Amiga Format*** that their affiliates (particularly the Americans) are very interested in smart card software. Access, Cineplay, Lucasfilm and SSI are all keen to get some software out on ROM. These companies' games will lend themselves particularly well to being placed on smart card because they are large, colourful games which use every byte of the Amiga's memory. US Gold's official line is that they're looking into the possibilities, but are waiting to see how well the machine takes off.

This 'wait-and-see' attitude is being echoed at Domark, "We'll see how it sells", Storm "Seems like a good idea, but we've got nothing planned", Ocean "We'll see how much penetration the machine gets before committing ourselves" and Virgin "We will produce software for it, but we haven't got anything planned at the moment". There are however, some encouraging noises coming from software developers like Bullfrog; Peter Molyneux is very keen on creating smart card software, but is very nonplussed by Commodore's attitude. He said, "We've been supporting the Amiga from the very beginning, so I find it frustrating when they don't let the developer know beforehand that a new machine is being launched". Peter is keen on getting games like *Populous 2* onto ROM because they are so hard pushed to fit extremely large games onto the Amiga.

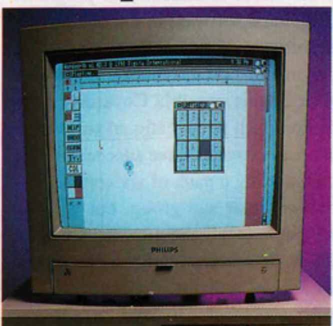
Electronic Art's Simon Jeffreys echos Peter Molyneux's sentiments. He feels that the machine has taken a lot of people by surprise. He revealed that EA are looking into the possibility of smart card software, but he believes the responsibility for its success or failure lays squarely at the software companies' doors. He said, "If it gets the backing of the (software) publishers then it will be a whole new era for the computer industry".

Similarly, the CodeMasters are interested in the possibilities. Richard Eddy is confident that their software will start coming out on smart card because, he said, "We are used to cartridge technology already". Richard feels it is the gamesplayers who will be the ones to benefit from ROM-based games, because software could be so much more sophisticated.

It's not all fence sitting though. Richard Barclay at Core (developers of such brilliant games as *Heimdall* and *Thunderhawk*) said they definitely aren't looking into it. He attacks the 'wait-and-see' attitude of the software industry and says they have no plans to create smart card games.

Largely then, the entire Amiga software industry is waiting for someone else to make the first move. Their ambivalence isn't been helped by Commodore's dubious launch methods. If Commodore had tried placing a few machines with developers beforehand, the company could have had games all ready to show off, as it is, the ROM card slot on the A600 is likely to be used for little more than storing coinage.

Philips monitor warning


Philips monitors: not dangerous!

The last issue of ***Amiga Format*** carried an advertisement with a warning that 'grey imported' cheap Philips monitors could be dangerous. We asked Philips UK to set the record straight, and this is what they have told us.

"We'd like to make clear to your readers that, while the monitors are not designed for the British market, they do not pose a risk for users so long as the user ensures that a British power lead, correctly earthed, is used with the monitor.

"Purchasers of the grey-imported monitors, identifiable by the product codes 10G or 20G, may find that they lack a British power lead and will have to ensure that they earth the monitor properly when changing the lead before use. They will also certainly miss out on Philips' one-year on-site warranty support and, of course, not receive the free *F-19* flight simulator which is included with every UK version of the CM8833 monitor.

"All genuine UK monitors have the product codes 05G, 55G or 65G and fully comply with either the British Safety Standards BS415 or BS7002, as well as being approved by the BEAB."

In other words, if you have a cheap grey import monitor it's not going to blow up on you, but you must be very careful about fitting a UK plug with the earth lead connected up and you cannot expect to get any user support from Philips. Clear?

CAD makes a comeback


After an absence computer aided design returns to the Amiga in the form of *XCad 2000* and *3000*.

New versions of the CAD (Computer Aided Design) modelling program *XCad* have been given a boost with a new distribution deal in the UK.

DMI (Digital Multimedia Inc), based in Middlesex, will be supplying the new versions of *XCad 2000* and *XCad 3000* from this month, as well as picking up distribution rights to Impulse's *Imagine 2* ray-tracing software, reviewed this month on Page 138.

CAD has been something of a neglected area on the Amiga for a couple of years, but it does actually offer an excellent alternative to structured drawing or 3D modelling for many kinds of illustration work, as well as providing anyone working for a living in landscape, architectural or industrial design a very good Amiga alternative.

The *XCad* program may find a niche as a good alternative to the PC-based industry standard program *AutoCAD* in professional use, as it saves *AutoCAD* format and is claimed to operate screen-drawing operations six times faster on a normal 1Mb Amiga than the PC program does on a fast 386 PC. Prices start from as little as £129 for the entry-level version of the software, *XCad 2000*.

DMI 0702 206165.

Animators, fame awaits!



If you're producing top-class animations like this for the Amiga, there's two chances for you to gain international recognition.



Eric Schwartz is just one of the many top names in animation who has already succeeded in the *Amiga World* competition.

International recognition is just around the corner for accomplished Amiga animators, with two more animation competitions currently looking for entries from around the world.

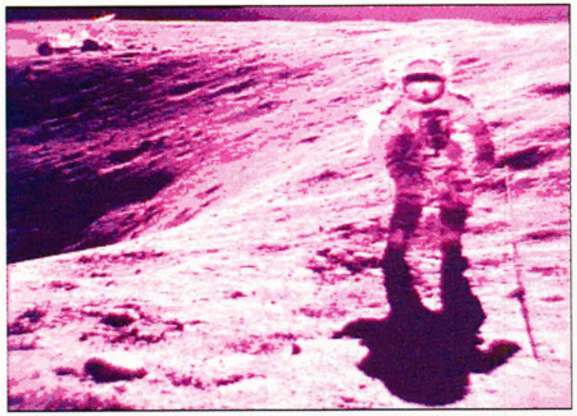
The UK's best-known animation competition has always been the one held by graphics-orientated Amiga distributors Amiga Centre Scotland to coincide with Edinburgh's international arts festival. However, we've recently been carrying news of a big competition taking place in Italy this month (too late for entries!) and there's now news of two more, in America and Sweden.

The American competition is a well-established event sponsored by the American magazine *Amiga World*. Winning entries are compiled into a videotape by the magazine, so you'll have to be happy to allow them to publish your work, but on the other hand there are prizes worth a total of $20,000 up for grabs. The closing date for entries is October, so you've got plenty of time to get full details from *Amiga World* at 80 Elm Street, Peterborough, New Hampshire 03458, USA.

The Swedish alternative is on a far more limited scale, with entries constrained to running on a 1Mb Amiga 500 from a single floppy disk. Again winning entries will be published on a videotape, so one-off publishing rights must be granted. The competition has a US $1,000 first prize and is organised by a group of enthusiasts called the TM Design anim.club, which you can join for a fee of US $30 per year.

Full details from TM Design anim.club, Emausgatan 29 A, S-722 24 Västerås, Sweden.

CDTV full-motion video gets two new boosts



The usability of CDXL, the standard that allows partial-screen 'movies' like the NASA space disc for CDTV, is about to leap forward.

The CDXL standard that brings quarter-screen full-motion video to the CDTV has been given two boosts this month plus there's been an announcement of third-party software support for CDTV developers.

One could be all-important in the do-it-yourself line, as American software manufacturers ASDG have announced that their top image-processing program, the much-vaunted *Art Department Professional*, will be enhanced to give direct support for the CDXL standard.

This will be of particular significance to small developers especially in the USA, where the whole multimedia thing on the Amiga platform has much more in the way of application in business use. CDXL support is provided by an add-on module to the *Art Department*, which allows it to speedily access frames within a video sequence and help convert it into a suitable animation, even to the extent of adding sound. The CDXL add-on will only be available to registered developers.

Meanwhile, any CDTV developer who wishes to incorporate CDXL motion sequences but simply doesn't have the facilities will be glad to hear that Optonica are now providing a service to transfer video tape from any format into CDXL data, even providing a full-screen HAM background to the quarter-screen CDXL window.

Optonica will translate frame by frame from their professional video equipment, and return a CDTV version complete with synched audio if required. They also provide free link code for you to use in your application and a viewer program that allows the sequence to be displayed just as it will appear in the finished version.

All parties that are interested should write including their business card to Lee Gibson who can be reached at Optonica, 1 The Terrace, High Street, Lutterworth, LEICS LE17 6BA. Optonica are the originators of the Simpatica Amiga-to-video transfer system and leaders in the multimedia mass-storage development field: contact them for more details.

ASDG (America) 0101 608 273 6585
Optonica 0455 558282.

CDTV Psycho follows up in special effects orgy



Psycho killers are still very vogue and On-line are hoping to make a killing with the sophisticated sequel.

Psycho Killer from committed CDTV developers On-line was one of the very first CDTV titles to become available, and it's already to get a sequel which has much promise.

Amiga Format was highly critical of the original game: although it was a brave attempt to combine gameplay with a movie-like approach that CDTV should suit so well, we felt that it was a little bit too much like a home video for comfort, with its many screens of digitised graphics shot on location in the home counties. However, it was very popular with buyers all the same.

Psycho Killer 2, by contrast, looks set to break innovative new ground. We've already had a sneak preview and it combines a similar commitment to real-world movie-film basis, but with much improved direction and atmosphere. It also takes the Amiga a step further as a full special-effects unit, many frames of animation having been adapted and manipulated to give some extraordinary and atmospheric effects. It could be the CDTV's first real step into Hollywood-style movie-games: keep an eye out for it soon.
On-line 081-558 6114.

Education experts explore new ground

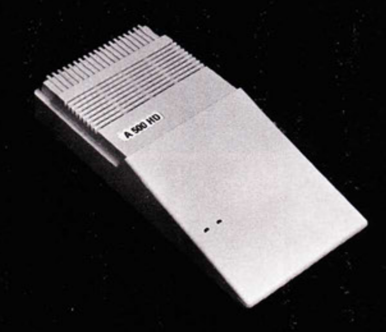
If you have ever considered buying educational software, you can scarcely have failed to come across the name *Fun School*, the series of educational programs which dominate educational software in the UK.

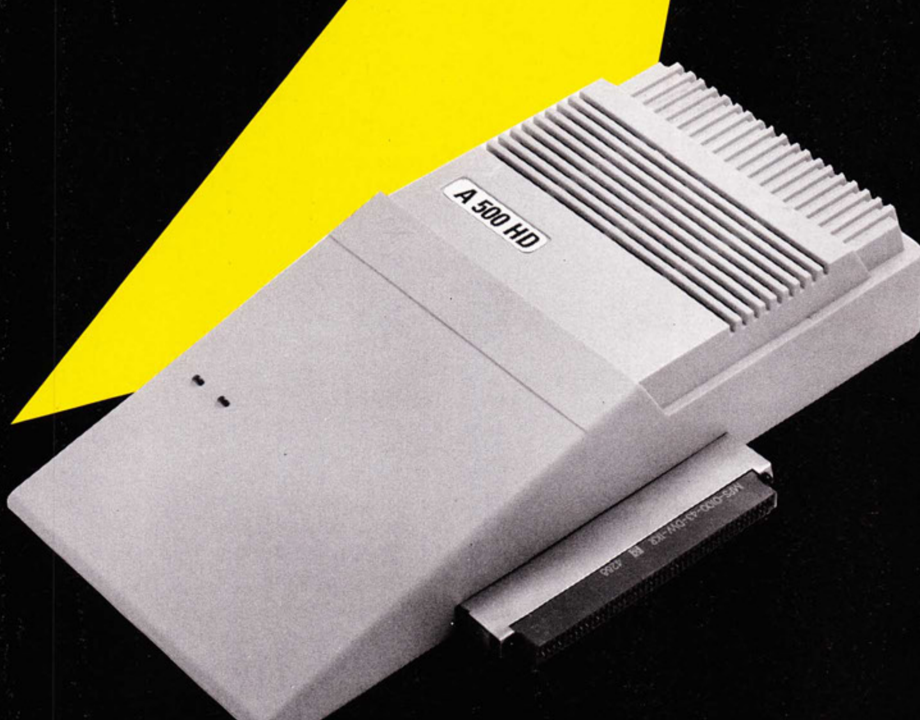
Now Europress Software, the manufacturers of *Fun School* and the beginners' programming languages *AMOS* and *Easy AMOS* (this month's Coverdisk), are set to explore a new approach to educational software.

Whereas the *Fun School* series have succeeded by a scattergun approach – aiming a pack of six simple educational games at a particular age group, but with no real cohesion on subject matter – the new disks will be targetted specifically at one subject and one age-group. One feature of *Fun School* remains: the disks will be dominated by a cartoon character to lend friendliness and accessibility to the approach. Introducing ADI the Alien, who is used as a frontman for the programs and to introduce a progress-monitoring system without too much pain on the user's part. Europress Software MD Chris Payne comments "ADI has so much personality that, during testing, young students happily spent long sessions working on the exercises". Sounds promising!

ADI will preside over a range of packages, starting with maths and English programs separately targetted at 11 and 12-year-olds, with the same for 13 and 14-year-olds to follow and French to come later this year.
Europress Software 0625 859333.







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Free educational catalogue offer

The largest supplier of educational software in the UK is offering to supply entirely free to **Amiga Format** readers their catalogue, which normally costs £1.

Rickitt Educational Media, based in Somerset, have been supplying educational software to schools and homes for a good many years and are real experts in the field. Their catalogue lists hundreds of titles, including almost every educational program available for the Amiga, and normally costs £1 from newsagents. It comes in full colour with screen-shots of many programs and descriptions to help you choose.

Parents, schools and colleges who would like to receive a copy of the catalogue simply contact Rickitt Educational Media by phone on 0460 57151 or by fax on 0460 53176, or in writing to Rickitt Educational Media, Ilton, Ilminster, Somerset, TA19 9HS.

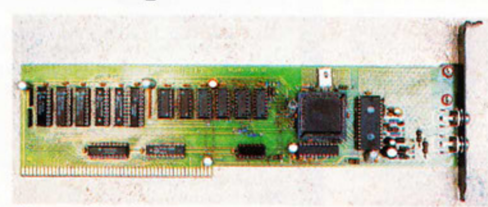
Look for a book

There's an enormous range of books available nowadays to help you out with any area of Amiga use, from desktop video to programming, from 3D graphics to AmigaDOS and AREXX. But what do you do if your local WHSmith doesn't stock them?

One smart solution is to contact the UK's biggest supplier of computer books and ask for a copy of their catalogue. Computer Manuals, based in Birmingham, publish their *Booklist Magazine* four times a year and the Spring 1992 edition is just out. Give them a ring on 021-706 6000 and they'll be happy to put you on their mailing list.

The magazine contains enormous amounts of Amiga-related books as well as lots for other machines. There's even a whole stack of games-related titles which we haven't seen before, which could be fascinating if you're obsessed with the likes of *Populous*, *Railroad Tycoon*, *Sim City* or a number of flight sims.

V-Lab updated already!



This must be a first, a review of the product and news of the update in the same issue.

The intriguing new composite real-time digitiser *V-Lab*, reviewed in this very issue (Page 138, has already seen one software update: and a second is on its way !

Unfortunately we didn't have sufficient time to update our review, but the digitiser is already on sale with Version 1.2 of the software, which includes a number of enhancements, at no extra cost. Improvements include a substantially larger monitor window, speeded up for improved operation in 16 colours; colour correction features including gamma correction, brightness and saturation filters; new AREXX commands; and a choice when using *V-Lab* with the Amiga Centre Scotland's Harlequin 24-bit card of using Interlace or not.

Music maestro arrives at last!



The Amiga's most serious music hardware ever, the AD1012, is about to appear.

We've been waiting for it for a long time now, but it seems that the new AD1012 sound card from California-based music specialists Sunrize is here at last.

The AD1012 is essentially a sampling system that operates at 12-bit resolution, allowing sampling rates of up to 100,000 samples a second and recording hours of audio direct to hard disk in real time. It also combines a SMPTE time-code system which will make it ideal for synchronising audio soundtrack with video images.

This kind of sampling power could make it the biggest thing to happen to Amiga audio in a good while. What's more, the card includes variable filters for input and output as well as an effects unit that works in real time, adding such touches as chorus, echo and flanging.

The card also comes with software by the name of Studio 16, which enables the user to cut, copy, paste and mix audio on the hard disk on all four tracks of the system. We're looking forward immensely to getting our hands on one of these, so look out for a review soon.

Sunrize 0101 408 374 4962.

GVP's easy A500 accelerator is go!

Great Valley Products, who claim to be the world's largest third-party manufacturer of hardware for the Amiga, have extremely ambitious plans to win Amiga 500 owners everywhere over to their A500 HD8+. The hard drive, consistently rated as our favourite by **Amiga Format**, is to be released in a new version that will include a 68030 accelerator and it should go on sale this month.

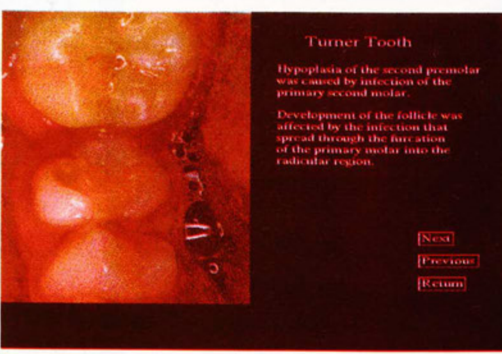
The great advantage of the system is that the accelerator is included in the hard drive unit and so does not require you to mess about with the main 68000 chip inside your Amiga. This means that it can be switched off, retaining the ability to run ordinary 68000 mode and so ensuring complete software compatibility.

Amiga 500 owners can now have a 68030-accelerated Amiga with 9Mb of RAM and a 100 Mb hard drive all in one compact unit that attaches to the edge connector. Short of a proper 24-bit card, there's little reason to upgrade to a larger Amiga.

GVP are also updating many of the other items in their range, with rumours of larger drives to be fitted to the HD8 series at no extra cost and also definite details of many improvements to their range of accelerators and accelerator combos. We'll bring you further details soon: GVP's official UK distributor is Silica on 081-309 1111 but the 68030-equipped HD8 is being advertised at a special offer price by Skegness dealer MCS (0754 610217): prices start at £699 for the 52 Mb hard drive version, £50 off list price.

Opus improved, Can Do can do more!

US niche-market software house Inovatronics have announced new versions of both their leading programs. *Directory Opus*, claimed to be the best-selling Amiga directory utility, has been tweaked especially to make more of Workbench 2 while the omnipotent multimedia manipulator Can Do is given a general all-round revamp.



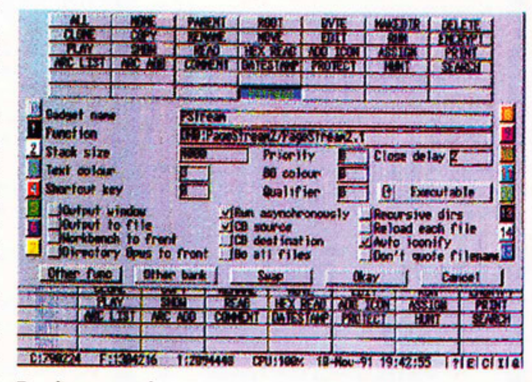
A number of major enhancements should help *Can Do!*, the extraordinarily flexible presentation program, make its mark.

Directory Opus is an **Amiga Format** favourite: it's one of those simple single-screen control program that gives you all the power of the CLI but at the click of a mouse button, and does a whole lot more besides.

In the new version 3.41 it's been given enhanced recognition of file types, more choice for customising the look and the operation and a number of enhancements for Workbench 2 users. Upgrades direct from the manufacturers cost $7.50 plus $6 ($2 in the US) shipping and handling charge for anyone who's got the most recent version 3.22, or $29.95 plus the extra charge for older versions.

Can Do is an astonishingly flexible program which tends to be ignored only because it can do too much. It's a powerful and easy way of building you own programs or productions, and in its new version 1.6 it includes direct support for the gameport, making even games a possibility, as well as featuring a number of other tweaks in response to user demand.

The full details can be obtained direct from Inovatronics in America on 0101 214 340 4991 but you could well be better off going through their distributor here in the UK distributor, who are none other than Checkmate Digital 071-923 0658.



Top directory utility *Directory Opus* is also about to undergo a radical update with a number of enhancements for WB2.

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COMMODORE ATARI CITIZEN STAR AMSTRAD CUMANA PHILIPS GOLDEN IMAGE NAKSHA ABACU

Most people who own an Amiga are very impressed with the machine, but less than satisfied with the results they obtain. It often seems that, before you can get any worthwhile results out of it, you have to spend months learning how to use creative tools like Deluxe Paint.

Make it easy on yourself



THE INTRODUCTION OF the Amiga has brought about a revolution, in terms of the capabilities of the machine. Brilliant sound, lovely graphics, and with Workbench 2 a really usable and friendly machine. But a computer is useless without people who can get the best out of it, and that's where you come in.

Most people who own an Amiga are very impressed with what the machine can do, but less than satisfied with the results that they obtain. It often seems that, before you can get any worthwhile results out of it, you have to spend months learning how to use creative tools like *Deluxe Paint* before you start producing anything that looks impressive. Which is a shame, because you are the people in control of the Amiga's future – what you use the machine for today helps shape what you can use it for tomorrow.

That's where this feature comes in. Too often, people don't realise the shortcuts, back alleys and outright cheating methods and they get bogged down in detail, wasting time by doing everything by hand. There's nothing wrong with high standards – but you want to see quick results in order to gain confidence.

Of course, the average quality of work done on the Amiga is climbing all the time, especially with products like *VistaPro 2* (reviewed on Page 150). Nobody can pretend that using an Amiga is a piece of cake from day one. Hopefully though, by reading these pages you'll gain a few insights into getting better results faster than you ever dreamed possible, whether you're into graphics, music, desktop publishing or general Amiga usage.

So what exactly do we mean by cheating? The exact methods vary with what you are trying to do, but the general principles are; find an existing picture, sound, font or piece of clip art, used before by somebody else; edit it to taste; and include it in your own work. There can be legal problems with this if the original designer doesn't like what you're doing, so we'll explain clearly exactly how far you can bend the rules. But never, never rip somebody off word for word and line for line; always add something of your own, otherwise you'll be rumbled straight away.

Finally, a word of caution. Don't think that you can cheat and get away with it for ever. We're not about encouraging people to cheat as a daily routine. If in years to come you develop your Amiga work into a fully-fledged career, don't think that you can rip people's ideas off without being found out. The higher the profile and prestige you have, the less you can cheat – but everybody who gets anywhere cheats somewhere along the line. And don't you believe otherwise.

You didn't seriously think that every single Amiga graphic was drawn from scratch, did you? Of course not! But very, very few people can draw without reference to source materials of some kind. It's very difficult to draw anything without a model or picture of it in front of you. But making your life easier can go much, much deeper than that.

Let's say that you want a picture of, for example, a person walking along, viewed from the side. You could draw it by hand. But with an Amiga, there are lots of different approaches – none of which is the 'right' one.

THE LEGAL ANGLES

Strictly speaking, you are not allowed to digitise anything with a copyright message on it, so source material for digitising is limited to any images you've recorded yourself using a camera (video or film) or sounds you've done yourself. In addition, all promotional material (advertising such as trailers for forthcoming programs) are Public Domain, and can be used freely.

Now, you can go outside of this (especially if what you are doing is for your own private use) but do be aware of the ramifications. Most bodies are not bothered about using the odd image or font, but strictly speaking you should get the written permission of the copyright owner before releasing your work.

The best approach is to use common sense. Do your work first and complete it, and before you release it to public view, send a copy (don't assume the copyright holder will have an Amiga) to the copyright holder, crediting the use of their image or whatever and asking for their permission to release your work. Be persistent and polite, and nine times out of 10 they will say yes.

The problem is that, due to the nature of the Amiga, people have been ripping off copyright left right and centre, and so newcomers assume that it's permissible. Just because a law is largely unenforcable with regards to a computer doesn't mean it's a null law. So always get copyright permission before using other people's work, if you want to be sure that no legal suits will arise in future. You could be the test case...



You could do a video of someone walking along, and then digitise each frame from the video into a separate IFF picture. Or you could buy the *Real Things Humans* pack, which has a ready made colour IFF Anim brush, ready to stamp down onto a background. Or you could take single picture prints, and scan them in with a hand scanner.

Sure, it takes some know how and perhaps some expenditure. But we're not talking lots of cash, and this feature has been designed to help you spend money wisely.

Understand that there is a huge amount of material that is easily obtained already – you don't have to spend a fortune on hardware to start using other people's pictures and sounds, and that's because of the system known as the Public Domain.

The PD, as it's usually called, is a huge pool of programs and files donated by Amiga enthusiasts for the use of Amiga enthusiasts. Now, I'm not going to say it's free, because it isn't. It is, however, the cheapest way of getting some data to play with.

The PD is maintained by companies called libraries. These vary in size from one person operating out of their living room up to fairly large groups like 17 Bit, who got so big they managed to form their own software house, Team 17. But that's a different story. PD libraries are in business to collect programs and data disks, old and new, to redistribute to whoever asks for them for a small fee to cover postage and copying charges – typically just one or two pounds.

The PD libraries always have catalogues, sometimes printed but mostly on a disk. It's usually much easier to browse through a disk catalogue – for instance, you just ask it for all the disks with DTP in the description, and it will give you a list. Bearing in mind that some PD libraries have literally thousands of disks, it can be very time consuming to go through a list on paper.

If you want to cheat hardest, there is another option too. Say that you have a game or a PD demo, which has a picture or a sound sample on it. Now you most probably won't be able to load the data straight from the floppy disk, because it will almost certainly be embedded in the program. By using a utility called a ripper though, you can scan through the Amiga's memory, and take out what you can find. More on rippers later.

The picture below was produced with the aid of some *Real Things* coloured animbrushes. Notice how the zebras are all copies of the same shape. It's amazing what you can do with *Deluxe Paint* and some clip art.


```
Options  Base  Memory  Block
028868 00 √Hex     H 0 00 02 80 00 F2 00 04 01 18 00  ... ..............
028879 EF  Binary  B 0 02 02 30 0F 00 03 49 FE 00 03  ..6.......0...I...
02888A 48  Ascii   A 0 00 00 00 00 00 00 00 B7 30 00  H...............0.
02889B 02  Decimal D 2 00 00 00 00 00 02 88 F0 00 00  .. ...............
0288AC CB            0 02 18 9E 0A 10 F4 FB 00 0C 17  . ................
0288BD 6A 00 00 C2 80 00 00 BF A8 00 02 85 08 00 01 00 00  j.................
0288CE 4F A0 00 FD E8 88 01 16 00 09 02 6A 00 E5 00 00 00  O..........j.....
0288DF 00 00 00 00 00 00 02 79 60 00 00 24 00 00 00 0D 04  .......y`..$.....
0288F0 00 02 89 20 FF E4 00 00 00 1A 00 0A 00 14 00 01 80  .................
028901 40 00 00 50 60 00 00 00 00 00 00 00 00 00 00 00 00  @..P`............
028912 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 02 89  .................
028923 50 FF CC 00 00 00 18 00 0A 00 14 00 01 80 60 00 00  P..............`..
028934 51 48 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  QH...............
028945 00 00 00 00 00 00 00 00 00 00 00 00 02 FA 30 FF F1  ..............0..
028956 FF F8 00 10 00 09 00 1C 00 00 80 10 00 00 52 30 00  ...............R0.
028967 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  .................
028978 00 00 00 00 00 00 00 00 00 02 C3 C0 00 00 00 40 00  ...............@.
028989 00 00 00 00 00 00 00 02 1E 00 0A 02 2F 00 9D 00 00  ............/....
02899A 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 02 C3  .................
0289AB C0 00 00 00 18 00 03 CB 28 00 03 D3 68 00 02 C3 C0  ........(...h....
0289BC 00 00 00 08 00 00 18 E4 00 00 00 00 00 00 06 37 24  ...............7$
0289CD 01 E5 8A 23 70 28 1C 00 08 72 0C 70 18 28 6A 00 74  ...#p(...r.p.(j.t
0289DE 4E 95 23 41 00 0C 24 01 47 EC 06 2C 22 0B E4 89 70  N.#A..$.G..,"...p
0289EF 1C 28 6A 01 CC 4E 95 42 AA 02 58 72 2D 70 1C 28 6A  .(j..N.B..Xr-p.(j
028A00 00 74 4E 95 25 41 02 5C 72 00 23 41 00 10 74 2D B2  .tN.%A.\r.#A..t-.
028A11 82 6E 00 00 14 D2 AA 02 5C E5 89 42 B0 18 00 72 01  .n.......\..B...r.
028A22 D2 A9 00 10 60 E2 22 2A 02 5C E5 89 74 02 21 82 18  ....`."*.\...t.!..
028A33 08 72 01 25 41 02 68 76 09 D6 AA 02 5C 24 03 22 29  .r.%A.hv....\$.")
```


What's this a picture of? Well, in case you didn't know, this is how the Amiga views data like sound samples, clip art, and fonts – it's really just large sets of hexadecimal numbers.

A growing amount of companies are realising the huge potential of selling clip art, samples and fonts for use in existing software. After all, it's much easier to set up data disks than it is to write software.

Notable players in this area are *Real Things*, who release animbrushes for use with *Deluxe Paint* or similar paint-and-animation facilities. In the cheating stakes, they are leagues ahead, because what they do is so flexible and adaptable to different people's needs.

However, Zero-G are now providing ready made sound samples, Genisoft can offer ready made clip art as can Digita International and, most importantly, Agfa releasing a range of Compugraphic outline fonts on the Amiga are all pointing towards a huge growth area, which has been built up on the efforts of PD enthusiasts in the early years.

Often, you'll come across an image or hear a sound and think "I could make use of that". The Amiga has unrivalled capacity for using real-world images, but understand that the basic machine can only display pictures and play sounds – if you want to read them into the machine, you will require some additional hardware gadgets.

The reason for this is that the Amiga is a computer, and computers only understand numbers (digital information) whereas real world information is stored in relative terms (analogue information). Such hardware convertors are classed as analogue to digital convertors, or digitisers for short. Three main types exist; the video digitiser, for grabbing pictures from a video recorder or camcorder; the sound digitiser, usually called a sampler, for converting sounds from a microphone, CD or music tape; and the scanner, for reading in flat pictures and other printed material.

Obviously, exactly how much of this real world material you use determines how much you have to spend. If you just want to get into the game, for instance sequencing sampled sounds, then a PD utility like *ProTracker 2* (reviewed on Page 159) or *OctaMed* and a couple of PD sample disks will do the job. If you have a huge stack of CDs and want to grab individual sounds, then a sound sampler cartridge is a must.

A word of caution. Remember that digital representations of the real world are very large in computer terms. Don't think that you can happily use lots of interlaced, overscan, larger than normal colour images on a 1Mb Amiga. If you have such a machine (and most people do) it's a good idea to use images with fewer colours or short sound samples, to get around memory limitations.

The thing to remember is that although a standard 1Mb Amiga can play songs and show pictures, to edit or create such productions, you will face some limitations. Nonetheless, it's well worth seeing just what the basic machine can do – and for that, all you need is a copy of *Deluxe Paint*, a bit of clip art perhaps, and some time to see how to rearrange and use material done by somebody else.

The good thing about the Amiga is the standardisation of data formats – in other words, if you take a picture done with *SpectraColor Jr* from this month's disk, you can load it into any other HAM (4,096 colour) paint program.

If you work with short sound samples and pictures with just a few colours, compatibility is even better. So start thinking, not about how you do things (we'll get to that later) but about what you want to do: general graphics work, sound and music, or DTP.

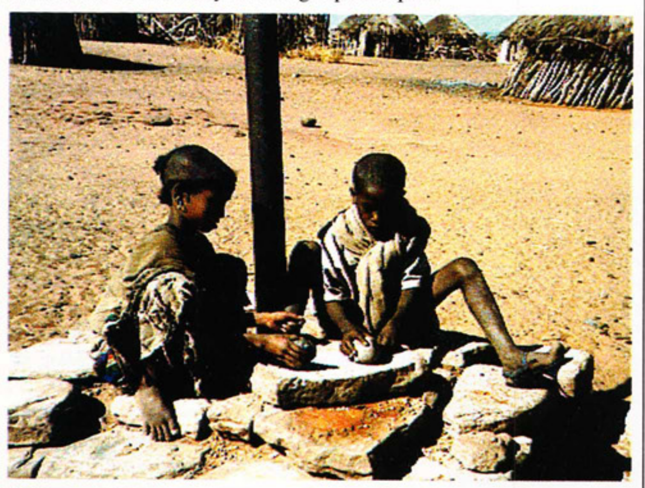


Graphics

There's an awful lot more you can do with pictures than just twiddle around in Deluxe Paint, and it can be easy to get amazing results...

GETTING IT

For the budding "cheater" there's a huge amount of graphical stuff, just begging to be copied over to your Amiga. There are two basic places where you'll find graphics to cheat with. The first is on paper: literally tons of artwork is available for you to scan in and retouch. Magazines and newspapers are full of the stuff and if you pick the right images you won't break any copyright laws. If you're not intending to reproduce "borrowed" images exactly, or pass them off as your own, you can find useable pictures everywhere: adverts, flyers, posters, books, and even junk mail. To transfer them into your Amiga, you'll need access to a scanner (either a flatbed or a handheld machine) and some controller software which is usually the Amiga-specific part.



This is as good as you can get on an Amiga without buying a 24-bit graphics card. This image is from Nik Williams Pictureware library – he uses the quite cheap DigiView Gold digitiser and a Sony M7 broadcast quality camera (list price about £30,000!)

The second (and most appealing) place to find images is video. Almost all cinema trailers and promotional videos are public domain, so these are the places to grab images of your fave characters like the Terminator or Robocop. You can also grab from TV, the best sources being adverts, news bulletins and sports programs – avoid films. By far the best option is to digitise your own work, but to do this you'll need access to a video camera or camcorder. This way you can be far more creative, without transgressing any copyright laws, and produce more interesting results. This is usually because you can set up shots the way you want them to look on your Amiga, and your "actors" can be instructed to stand, move or wibble about as required.



If you try digitising from video material with lots of lighting changes, movement, and an irregular sound track (music videos and sports programs are the worst) you'll see results like this. Blurred, far too much red, and video scan lines breaking up the picture. Avoid this sort of material!

TWEAKING IT

Once you've grabbed an image, whether it's a scan or a video-grab, chances are you'll need to tweak it a bit to make it useable. Virtually all hand-scanners digitise in black and white, using half-tones (tiny dotty patterns in varying densities) or grey scales (colour tones represented in 16 shades of grey). It's pretty likely that you'll want the finished Amiga image to be full-coloured, so you'll need an art package (like *DPaint*) to re-colour it. It's easier to colourize grey-scale images (especially in HAM mode, though it can take a while) than half-tone monochrome images (which can be hell to work with if there's a lot of tonal variation). With scans, you may find you have to resize the image to fit onto the Amiga screen; they may be scrollable in *DPaint*, but that's not much use if you're concocting a stand-alone demo.

Re-sizing is also best done with *DPaint*'s size function (and you can use the left Amiga key to keep the aspect ratio of the image the same while you size it).



This picture, by our very own Maff Evans using *Deluxe Paint IV*, started life as a black and white scan of King Tut. Using a custom palette to turn the grey scales into colour is very time consuming.

With video images (which can be either colour or monochrome) there is generally less work to do, but unlike scans, video-grabs often have unnecessary background details which you may want to cut out. This kind of work is also best done in an art package like *DPaint*. It's possible that you may need to reduce the number of palette colours used by colour video-grabs, especially if you intend to combine various video-grabs on the same screen. The background to foreground (BG>>FG) command is the easiest way of doing this, as it frees up palette slots.

PROBLEMS



This is a slightly retouched picture of *Pixmate* in action. *Pixmate* is an image processor, and is dead handy for taking HAM images down to use less colours or just finding the outlines in pictures.

Monochrome half-tone scans are best avoided because they don't contain any real colour information. The half-tone dot patterns give the illusion of shades, but only because some areas are more dense than others.

Consequently, if you alter one of the two colours, you just get a new overall shade rather than a coloured area. To colourize a half-tone image you effectively have to re-draw a new image over the top of the old one – which is nearly (but not quite) as difficult as drawing the thing from scratch. Stick to grey-scale images if possible. While most monochrome video-grabs use simple grey-scales, colour ones are often in HAM mode. Working in HAM can be a nightmare, partly because the memory required is large, and partly because the amount of colours used in the image means that there's an awful lot of tweaking to do if you want to make changes. If your digitizer expects you to use separate red, green and blue filters when digitising colour pictures (like the Rombo VIDI-Amiga), you will also require an RGB splitter to separate the primary colours in video signals – the digitizer's software should put them back together in the finished image. Real-time colour digitizers like the Marcam Frame Grabber 2 don't need splitters because they are designed to cope with composite video signals.

Do be aware that you are not necessarily limited to pictures produced on the Amiga. Using the excellent *CrossDos v4*, you can exchange files with the IBM PC type of computers. IBM PCs don't use IFFs – they use either PCX, GIF, or one of a number of other formats. There are plenty of PD utilities that will translate PCX or GIF images into IFF for use on the the Amiga – and there is plenty of PC PD clip art available in such formats. If you're not sure about this different file business, take a look at the In-depth Explanation box, contained within the Answerfile section on Page 203. That should make things a bit clearer for beginners.

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Sound and Music

The easy ways in music are incredibly easy, because so much has been done for you…

GETTING IT

For creating music on the Amiga, there are two areas that need to be taken considered: the music sequence and the sounds used to play it. For the main part, music sequences tend to be written by users themselves, but there is another option. MIDI users can buy disks containing sequences of famous tunes, from modern hits to classic oldies. These are supplied in MIDI File Format, which can be read by most MIDI sequencer programs. Pretty much the best range of Amiga MIDI disks is available from Trycho Tunes (marketed by Zone, the UK distributors for Dr T's Software).

As for sounds, well this covers a much wider range of possibilities. Synth users can use patch editor programs (such as Dr T's *X-oR*) to load up pre-prepared disks of sounds and dump them onto your synth. Those without MIDI equipment will have to rely on Amiga samples. Sure, you can create sounds just using the Amiga's synthesis capabilities, but try creating vocals this way – you won't get far! Disks full of samples are available from Sample CD company Time and Space and Gajits (who brought us *Sequencer One*), although for the most part getting your own is a much more flexible system. A number of sampling packages are available (ranging from around £30 to over £200) and with a decent sampler, you can grab some interesting sounds from CDs, videos or the real world (using a microphone). Again, you can get extra help by buying CDs full of samples ready for you to grab – saving you the trouble of finding someone who's willing to set up a drum kit next to your Amiga to sample a snare drum!

If you don't have the confidence (or the back catalogue) to sample your own sounds, then sample disk series (such as this one from Time and Space) could be just the thing.

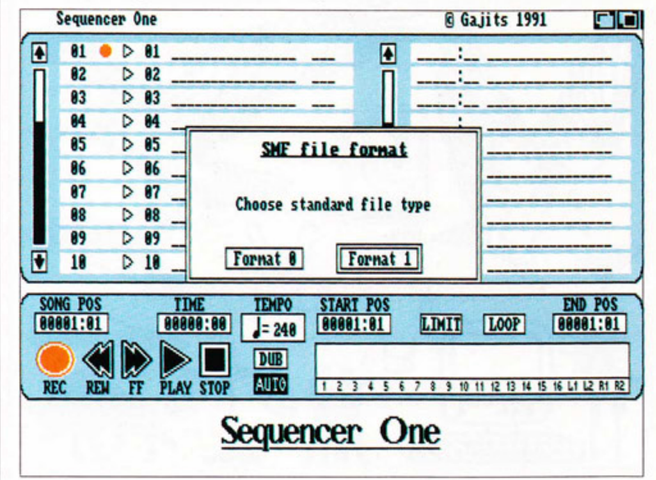
PROBLEMS

Using sound and sequence files supplied ready-made on disk shouldn't cause too many problems, since they will be (for the most part) be saved in the right format for the majority of programs. Unfortunately, not all sequencers have the ability to load in Standard MIDI File Format sequences. The option to do this is usual called IMPORT MIDI (or LOAD MIDI FILE) and can access two types of sequence. File Format 0 reads sequences that have all the data on one track, whereas File Format 1 can recognise data on a number of tracks. Make sure that you select the right type for the file, otherwise the data could come out rather... well... oddly to say the least!



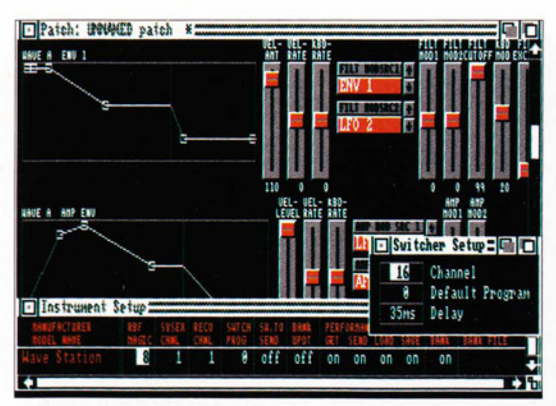
If you're serious about sampling on the Amiga, then the latest version of *Audio Engineer* is pretty much the bee's knees. It does cost a lot, but for your money you get the best editing facilities and sound quality possible.

To use Amiga samples, the main point to make sure of is that they are of the right format to fit the sequence. Most sequencers will accept IFF samples, but some programs need them saved into a specific format (see this month's Answer File on Page 203 for an explanation of various file formats). For example, *Sonix* has to have the waveform stored in multi-octave format before it will play over the full range of notes, as well as each sound having to be passed through the sound-editing page and resaved to get the sound shaping and editing controls working on an instrument. To save confusion (and aggravation later on), make sure that the correct sample format is set when you save a sound (including whether it should loop or not), so that you can load it into your sequencer. This involves careful studying of the sequencer instructions (and a little experimentation) so be patient!



When loading pre-prepared sequences in Standard MIDI File Format, you have to make sure that you load in the correct file-type, otherwise things could go disastrously wrong with the tune!

TWEAKING IT



Users of MIDI equipment can upload, edit and store sounds to use on synths via their Amiga using a patch editor/librarian package such as Dr T's *X-oR*.

Whatever sources you use for getting music and sounds, you will have to do some editing to get things to sound exactly the way you want.

MIDI sequences pre-prepared on disk may be all very well, but you'll have to set up the relevant MIDI channels and sounds (either on synths or internal samples) to play them back! Mainly, this is a matter of taste, so you can set them up how you want, but you'll still have to adhere to a few principles (for example, the drum sequence has to use drum sounds and the bass has to have a deep, solid sound). When using Amiga samples, you must make sure that the sound can be played in the required range, and that percussion sounds are correctly configured to play in the right place.

Another point to watch for is editing the sounds themselves to get them to fit a particular song. Drum loops supplied on sample disks may have to be edited slightly so that they loop properly and instrument sounds may have to be re-tuned so that everything plays in the correct key. *Audio Engineer Plus* (and *Audiomaster IV*) have special capabilities for changing the length of a sound without changing its pitch (and vice versa), which makes tuning instruments and arranging the timing of drum loops incredibly easy. In the main, samples supplied on disk will already be set up, requiring you to simply edit the right start, end and loop positions, but some more care is needed when sampling sounds yourself from different sources. Using sample CDs is fairly simple, since the sounds and loops will be separated individually and most of them will have been tuned already. In this case, all you'll have to do is record the sound you want, trim off any excess before and after the sound and set up a loop (if one is needed). For other sound sources (such as video) you will have to take more care when isolating and cutting out the required section of sound, but this comes with a little experience.

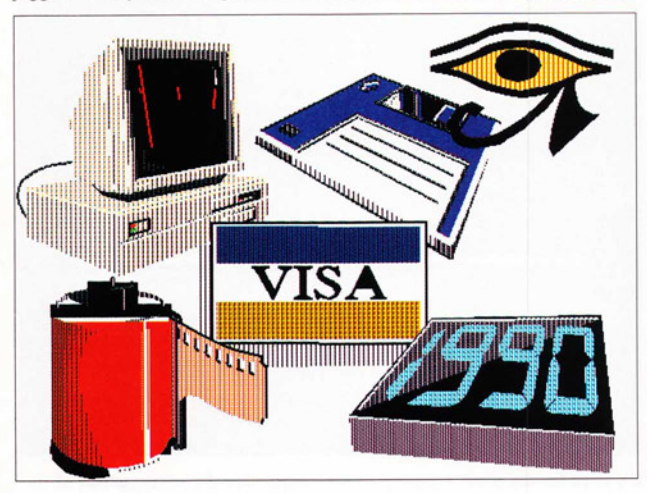


Desktop Publishing

GETTING IT

Getting source materials is pretty easy for DTP. You're looking for extra fonts (the typefaces used to print letters on pages) and clip art (small pictures, similar to logos, that give the eye a rest). There are two types of each, called bitmapped and proportional.

Bitmapped fonts and clip art are by far the most common. Bitmaps are true computer graphics, consisting of little blocks of colour (pixels). Bitmapped computer graphics on the Amiga have a standard file file format, called IFF. The trouble with bitmaps is, when you make them bigger in size, the pixels look bigger, and you end up with horrible angular text and blocky pictures. This effect is generally referred to as "the jaggies". They are not a problem when you use fonts and clip art that are small on the page. Proportional fonts and clip art are made up of solid lines, arcs and angles. They are resolution independent, which means that it really doesn't matter what size you use them at because they always print free of "the jaggies". Although jaggie free print outs are much preferable to bitmaps, the range of what you can get is somewhat limited at the moment.



Here are a few sample proportional colour pictures from Genisoft. They are done with the *Professional Draw* program, and you cannot use them unless your DTP system can import proportional pictures from that program.

The best source for bitmap fonts is the Public Domain – many libraries have sets of fonts to use in DTP systems. However, if you want a certain font (for instance the widely used Times – you're looking at it now) then it's better to buy a commercial font pack. Contacts given at the end of the feature on Page 36.

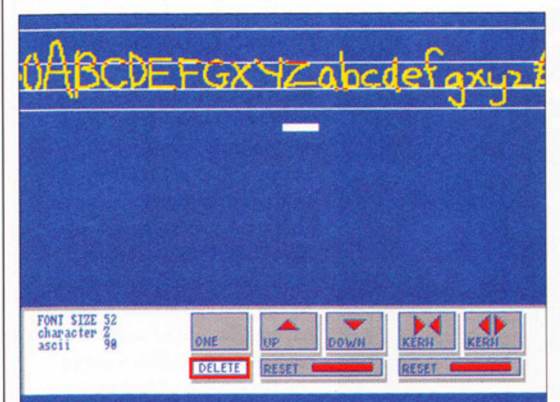


Digita International's new *Wordworth* clip art disks are simple two-colour brushes, in IFF format so they would be "jaggy" at a large size – but they can be used with virtually any Amiga DTP or graphics program.

HOW TO MAKE THE MOST OF IT

DTP is quite similar to other areas, in that to make the most of material you have to keep a record of it. When you get a new font, print it out and keep a record of just what it looks like – the same goes for pictures. All right, so if you have a hard disk to store the all on then you can copy everything on to that. But plenty of people can't justify the cost, and when planning a page it's so much easier (and cheaper) to have a loose-leaf folder to ruffle through. It's simpler than depending on unlabelled floppy disks.

Bitmapped graphics are comprehensively covered in the graphics section, so check there. Proportional graphics come in three different formats which are not compatible – Aegis Draw (pretty rare in the UK), ProDraw clips and Encapsulated Post Script (usually just called EPSs). It isn't currently possible to transfer pictures between the three formats. So if your DTP program can't read in the picture, tough.



***FontGrabber* is an unusual editor, because it doesn't actually let you edit bitmap fonts! You can however load and save them as IFF pictures, for editing in a paint program like *Deluxe Paint*.**

Fonts are somewhat more tricky. Any font you encounter should be copied to the fonts (or CGFonts, for Compugraphic Fonts) drawer on the disk you start up with. That's typically the DTP program you're using, although for people with a hard disk it's to the drawer fonts (or CGFonts) of the system directory, usually known as DH0:.

The reason for this is simple to understand, although actually doing it requires a fair amount of CLI/Shell knowledge. Having the fonts on the disk you boot from means that they are available when you start work.

SOLVING PROBLEMS



Bulletin boards often have large amounts of PD clip art, fonts and sound samples for download – but 01 for Amiga also has a number of specialist font utilities for download too!

There are five different kinds of proportional font usable on Amiga DTP systems, although in the computing world there are several more variants. The main types are Agfa Compugraphic (the fonts on Workbench 2 are of this type), Adobe Postscript types 1 and 3, and Soft Logik's own *PageStream* fonts. The only difference between type 1 and 3 PostScript fonts is that type 1 are encrypted – however, Adobe recently released the specification, which means that it is now legal to create your own Adobe fonts.

Agfa Compugraphic fonts are machine specific, and cannot be transferred between computer systems – you cannot use IBM PC CG fonts on the Amiga. Also, the Compugraphic format is a closed system, that is you cannot design your own fonts in this form without Agfa's permission. However, there is a utility on *Professional Page* called Font Manager, which can convert Adobe Postscript 1 fonts into Compugraphic form. The only alternative way of getting new CG Fonts is to buy them.

Postscript fonts are easier to work with, in that they do not change between machines. Mac Postscript fonts are especially easy to get going on the Amiga, but there are problems with IBM PC Postscript fonts. Specifically along with the actual font file you need another file with the same name but with .AFM (Adobe Font Metric, which contains the relative sizes and kerning of the font). IBM PCs use .PFM files for the measurement information, and so you need a PD utility called PFM2AFM. The only place I know of that has it is the 01 For Amiga bulletin board.

Beware of having a font collection that is too large. Fonts take up memory space, and are loaded in addition to the DTP program you are using. It slows down loading the main program, and when using fonts with paint packages it can take ages to read all the fonts in.

Active Cheating

HOW THE HARDWARE WORKS

A description of how cheating devices operate is in order. Sound samplers are the simplest to use. Simply connect a hi-fi or ghetto blaster headphone socket to the sampler, play your music and hit the record button on the sampling software. You can plug a microphone into the sampler, and record live sounds like splashes, thuds and similar effects.

Hand scanners are nearly as simple, although in our experience there is always some difficulty in setting them up. The Sharp JX range of colour scanners are a different kettle of fish, being easy to set up and having half-decent manuals and software that doesn't crash. Because scans grab large amounts of memory, it's not suprising that they are a bit cantankerous – but for reading in flat images to your Amiga, they are the best (and a must for DTP enthusiasts).

Video digitisers tend to be the worst offenders for getting decent results. This is down to the quality of videos that are used to grab pictures from. Commercial video releases are usually degraded, to give an acceptable picture on a TV but a poor video signal for copying or digitising. The best results are obtained from material that you've recorded yourself, or from a video camera.


One of the great bugbears of the Amiga is that, when you want to use your sampler/scanner/digitiser, you have to unplug your printer. And vice versa naturally.

The quality of your source material is just as important for scanners and samplers. Try to sample from CDs, rather than tapes or vinyl.

Images to be scanned have to be perfectly flat, with high contrast – blurred, subtle images digitise badly. Don't blame the hardware if your source material is of naff quality!

RIPPERS



We still haven't managed to get our grubby mitts on a mark III Action Replay, but we were suitably impressed with the mark II – it really is the best ripper cartridge you can get for the Amiga.

One very important point about the Public Domain is its incestuous nature. Everybody copies everybody else's fonts, images and sounds, even if they are embedded within PD demos which are not written onto disks using the standard Workbench format. How is this possible?

The reason relies largely on the Amiga's specific design. Whenever you reset the machine, by pressing the Ctrl key and the two Amiga keys that are either side of the space-bar, the machine stops running the program in memory and sets itself up to load in a new disk. However, it doesn't actually clean out what is contained in it's memory (RAM).

Within the PD are dozens of programs called rippers, which can look through memory and find the bits of sound and pictures that were running when the machine was reset. There are also hardware devices to do this, but I'll talk about them in a minute. Check out the *Hunter III* ripper on this Coverdisk to see exactly what they can do.

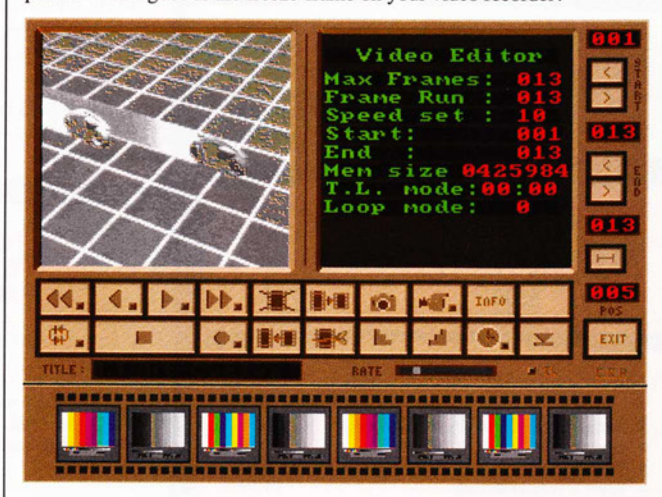
With the advent of sampler technology, few people really care about breach of copyright of sound. Images are a different case – if you use a ripper for this, you must change the material gained or get accused of blatant plagiarism. If everybody did it, then nothing original would ever be created again – but the present moderate use of rippers is probably beneficial in the long term.

The Datel Action Replay III is the ultimate in rippers. It's a hardware device that plugs into the left-hand side of an A500, or inside an A1500/A2000. You can scan memory for samples and grab pictures with it as software is running. Some software looks for it and won't run with it connected. Furthermore, a lot of software clears itself from memory during a reset, making it fool-proof against software rippers too. Cheating can be a real time waster occasionally...

SPENDING MONEY WISELY

Before you splash out on loads of hardware, get a list of priorities together and decide whether you have the resources to cope. For a sampler to be worthwhile you do need either a fairly good music collection or lots of live sounds to digitise. If you're into DTP then a scanner is a must, but if you're just beginning then buy some PD clip art first, to see what results you can expect.

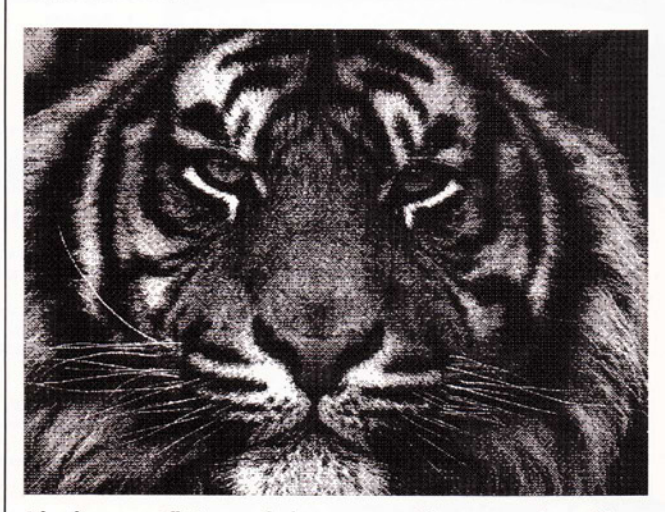
Video digitisers are difficult to judge, because unless you have a video camera or a large stack of videos with decent signal quality, then they just aren't worth it. Also remember that only framegrabbers can digitise a picture from moving video, otherwise the frame has to be paused – how good is the freeze-frame on your video recorder?



If you're really, really strapped for cash, the Datel Digitizer II is the best budget buy at only £89.95. Available for A500, A1500/A2000 and Plus machines, you get reasonable results at a price that's right. Easy to use too.

On video cameras; Rombo's Vidi Amiga, Newtek's DigiView Gold and Datel's digitiser work quite well with mono (black-and-white) video cameras, using a set of colour filters. However, you'll need a tripod as well, to hold the camera steady when swapping between filters, and the subject image has to be completely still.

The best resources you can have are some local friends who share the same interests. If your mate's got a decent video camera, and you buy a digitiser, then perhaps you can develop a useful digitising system without spending an arm and a leg. PD swapping becomes a possibility – you don't need to go to a library if you know someone who already has a copy of a PD disk!


A hand scanner will give you the best raw material to start work on. OK, so most people can only afford a black-and-white one (if that) – but it's easier to get good results than with a digitiser.

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Action Replay III/A500 Video Digitiser II
Datel Electronics, 0782 744707

Pandaal Hand Scanners
Pandaal Ltd, 0234 843355

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Sharp Electronics, 0345 125387 (Dealers)
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Marcam Ltd, 0604 790466

Genisoft ProDraw Clip Art/FontGrabber/DigiView Gold/Audio Engineer Plus
HB Marketing, 0753 686000

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Professional Amiga DTP Advice
The DTP Bureau, 0602 420528

Public Domain Bulletin Board
01 For Amiga, 071-377 1358, 8 Data, 1 Stop, No Parity, All baud rates (Don't call without a modem!)

Public Domain Clipart and Fonts
Too many people to mention here – check out the adverts around PD Update on Page 159.

Public Domain demos and Rippers
The best suppliers are17 Bit Software, 0924 366982

Real Things AnimBrushes
RGB Studios, 0825 732666

Wordworth IFF Clip Art

Budget Scanners



Without a doubt, the Pandaal scanner pictured here is the best of the black-and-white type of scanner.

There are a few makes of hand scanners, from manufacturers like Datel and Golden Image, but the best one you can buy without a doubt is the PanDAAL. Scans look crisp and the moire patterns you sometimes get with the other makes are much reduced.

Of course, the PanDAAL scanner does cost more than the others, and if you're really squeezed for cash then the Datel one will do. But Pandaal's offering was clearly the best in the last round up of scanners that we did (Issues 22 and 23), and the fact is that PanDAAL are in the final stages of releasing a new, even better version that should settle the matter once and for all.

One very important point to remember is that all hand scanners are black-and-white only – you cannot scan colour images with them. You can, however, get 16 shades of grey, so you can use colour images to scan from. Just don't expect the images you see on screen to be in anything other than black and white!

Budget Samplers



The grand daddy of sound samplers, Master Sound, is the same basic design as more modern types.

In the lower end of the sampler market, there are a few of options available, but for ease of use and decent results, you need to choose carefully. The two most frequently used (and most impressive at the price) are New Dimensions' Technosound Turbo and Microdeal's successor to Master Sound, Stereo Master. Both of these systems cost less than £40 and give pretty good results for the money. Technosound is aimed more towards the beginner, with a friendly colourful display and all manner of helpful hints and tutorials to get you going. Stereo Master is more or those who have some experience with samples, presenting the user with a slicker, more modern appearance and a whole host of special effects to mess around with.

If you do plump for a cheaper sampling package, it shouldn't limit you too much in the long term. You can always upgrade your software to something like Audiomaster (currently at version four), which is a version of the Audio Engineer Plus program which can be used on a number of different sampler types.

Budget Digitisers



You get the best quality pictures with DigiView Gold, unless you want to splash out loadsamoney.

There are three digitisers to look out for. The Datel Video Digitiser II is the cheapest, and provides quite acceptable results. Vidi Amiga has more comprehensive software, and can easily be setup to record a set of images in quick succession. Newtek's Digiview Gold produces the best pictures (the software routines for decoding video must have been written by a genius). However, it is much slower at producing pictures.

Whichever you buy, none of them will grab colour images. You can buy a separate box called an RGB splitter. This splits a colour video signal into the different red, green and blue parts.

The best one to get is Rombo's Vidi RGB, which is designed to work with Vidi Amiga and the VidiChrome colour software, but will work with other types. However, if you are using a digitiser in this manner, you must be grabbing from an unchanging video signal, either a video recorder on pause or a colour video camera pointing at an unmoving subject. The quality of pictures that you get depends roughly on how expensive your video equipment is.

High-end Scanners


The Sharp JX100 is the best colour scanner which can be fitted to any Amiga. Bit small though.

When it comes to scanning in colour, you are at present limited to the Sharp JX range of scanners. A shame, but the quality you get from them is truly excellent.The JX100 will work with any Amiga, although at least 4Mbs of RAM is recommended – colour scans take up lots of memory. The driver software for the Sharp scanners was written by ASDG, the same people who produced *Art Department*, and is very simple to use.

However, the JX100 can only scan images of A5 size, which is a bit on the small size. To get A4 size, you need to get Professional Scan Lab II, which can only be fitted to A1500s, A2000s or A3000s.

ProScanLab II costs in the region of £3,000, but you do get a Sharp JX300 flat-bed scanner thrown in for that price. This can scan at 24-bit colour resolution, giving a palette of 16 million colours. 4 or 5Mbs or RAM is recommended, and even then you're pushing it a bit. Currently that's the limit for Amiga scanning – although Epson are releasing something similar.

High-end Samplers


The top end of the Amiga samplers market is pretty much dominated by *Audio Engineer Plus.*

At the top end of the Amiga samplers market, there is only really one option – Ramscan's *Audio Engineer Plus*. Weighing in at just over £200, this package contains the best sampling hardware available (with individual input gain controls, printer pass through and superb sampling quality) along with software that boasts some near-professional features, such as four times oversampling, an adjustable digital filter and time-stretch and pitch conversion capabilities. The system is extremely easy to use, but offers superb samples for you to use in music packages or your own programs.

For 2000 users that want to make use of some serious sampling applications, Sunrize's Studio 16 is a rather impressive system. The program is designed to make use of a special digitising board that fits inside the 2000, which brings the Amiga's sound capabilities up to full 16-bit digital audio. The system can be triggered via MIDI and effectively turns your 2000 into a dedicated sampler (something like Akai's S950 and S1000 studio samplers).

High-end Digitisers



The *Marcam* frame grabber has manual controls, excellent software, but a price tag of £500.

If you want to grab colour video images from a moving video, then a framegrabber is what you want. The best all round variant is the *Marcam*, which is a European licence of the popular American Progressive Peripherals and Software product.

The Marcam is very clever, in that you can use it with any 1Mb Amiga, and you can actually view the video you are grabbing from as it is playing. This is achieved by a couple of cables hooked up between your computer, the framegrabber and your monitor.

There is a better framegrabber available now, called *VLab* (it's reviewed on Page 130). However, the trouble with *VLab* is that it needs Kickstart 2 and will only work in an A1500, A2000 or A3000. It's much easier to setup and use than the Marcam effort, although the preview option isn't so good. Still, it's results that count, and *VLab* certainly packs a punch in this area.

If you're video professional working with Y/C systems, then the people to speak to are Amiga Centre Scotland. There is a choice of Y/C digitisers. They're usually built into 24 video cards.

Getting Organised

First a public service announcement – this phrase originates with the armed forces, so it's a bit on the rude side – people of a gentle disposition should skip to the next paragraph. "The Rule of Ps" are the wisest advice for any undertaking; Prior Planning Prevents Piss Poor Performance.

Hopefully, you should have some good ideas by now about how to improve what you do with your Amiga. But before you start anything, always have a plan on paper – not just a few scribbled notes. Revise your plans, thinking around problems before they happen. Think long term as well as short term, building up a number of finished projects to show to prospective employers.

In the past, the Amiga has been pretty much ignored (rather unfairly, might we add) in the professional field (whether in music, graphics and animation or DTP), in favour of machines such as the DTP standard Apple Macintosh, the animation favoured PC and the music-studio stalwart the Atari ST.

However, these days things are starting to change. The relatively low cost of the Amiga, along with its wide user base and extensive range of extremely impressive applications is starting to attract notice from all walks of life. Graphics and animation are taking off thanks to the advent of True-Colour cards and easy-to-use art systems, music software is appearing to beat the ST (not to mention bands like Urban Shakedown creating entire singles using only the Amiga's sound capabilities) and friendly (yet powerful) DTP systems are making it possible for anyone to be a publisher.

The next few years (judging by **Amiga Format**'s performance and Commodore's sales figures) are going to see a helluva lot of people who can use the Amiga well, as well as a wider range of designing, animating and composing systems appearing to strengthen the Amiga's position as a powerful all-round machine. Hopefully this will result in Amigas being a commonplace sight, not just as a prop on the telly and in films but on the street, in shops – throughout normal life.

The Nineties will see an explosion in what the experts call "Multimedia". These are computer-based information systems, displaying images, playing sounds and displaying normal text. This is the Amiga's natural area, what it does the best. But for it to be a major player in this area will take the artists, designers and writers who can use the machine – and that's where you come in. Multimedia won't depend so much on programmers, but on creative types who are happy working with computers.

Who do you think will design the Multimedia CDs for CDTV and the CD-ROM drive? You will! What you must remember is that there are no experts in this area, no ready source of experienced talent. It will take new people with new skills to make it possible – people like you, maybe. After all, everyone has to start somewhere, and seeing as you're reading **Amiga Format**, you already have the nexus of a potentially powerful system for almost anything you could possibly create.

Hopefully, this feature has given you some idea as to how you can get started in creating some wonderful artistic creations on your machine, whether you're making letterheads or putting together a magazine, creating a slideshow or creating a video-ready animation, writing a piece of demo music or cutting a hit album, there is a wide range of devices, programs and sources for you to pillage to achieve your goals. The existence of ready-made files for you to use means that even the most hesitant beginner can be given a helping hand into any creative field on the Amiga, so why not give it a go for yourself?

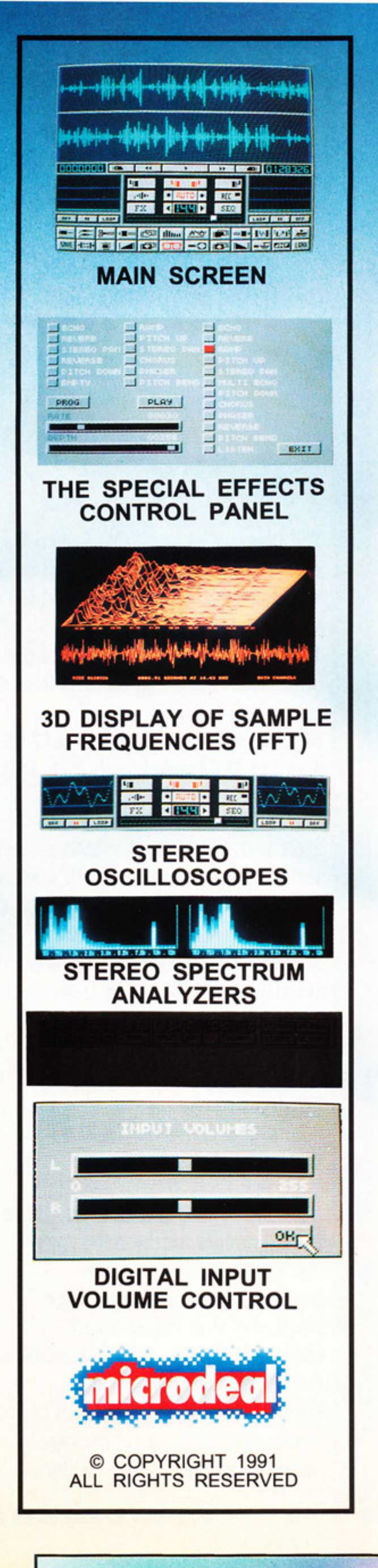
Right, we've told you where to get the tools and given you an idea of where to go for some files to get you started. You've got the machine, the gadgets are available, the opportunity for fresh talent is there and the real world is ready for the taking. All it takes now is a little bit of practice and you could end up a household name (well... in time, maybe). So just go out there and do it! You could find fame and fortune and have a lot of fun along the way!

Next month's *Sega Power* (the magazine with bags of Plymouth Argyle) makes hay while the sun shines in the six yard box! There are some wicked FREE earphones on the front too!



June issue on sale on Thursday 7 May. We've booked it to be sunny, so you'll get a tan on the way to the newsagents too.

Pukka!



MAIN SCREEN

THE SPECIAL EFFECTS CONTROL PANEL

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microdeal



AMAS 2 for the AMIGA

Following in the footsteps of one of the best sound samplers ever produced comes the innovative AMAS 2. With even more features than the original Amas which was featured in the Paula Abdul music video "Cold Hearted" this package is high in professionalism but low in price. Amas 2's new digital input controls allow you to adjust the input level of your sounds from the software suite by precise adjustment rather than by messy analogue controls as you would find on other samplers. By purchasing this state of the art product which combines a quality sampler with the expertise of over 10 years of software programming, you are purchasing a top quality product in the knowledge that it is not only compatible with existing Microdeal products but will also be with future ones.

What is AMAS 2

Amas 2 is a high quality sound sampler and midi interface for the Amiga range of computers. The sampler cartridge in its stylish wedge shaped box enclosed in this package plugs into the printer and serial ports at the rear of the computer and allows you to analyze the sounds coming in, change the way they sound by using the real time special effects or record sounds all using devices such as Personal Cassette players, Compact Disc Players etc. Once in the computer AMAS 2's unique editor will enable you to edit the sound in practically any way you can imagine and even add some special effects to the sounds. Once you have the sound sample how you want it, you may incorporate it into your own programs or use Amas 2's unique MIDI playback controls for replaying the sample from a MIDI keyboard or similar.

The Sampling Software

Every feature you would expect to find in a professional editing suite including;

* Real time record/play ghost markers
* Cut or Delete selected sample area
* Mix sample with full or half volume
* Shrink in by 25%/50%/75% by drag or wipe
* Fade in/out with selectable degree of fade
* Filter sample with soft/medium/hard filter
* Selectable trigger volumes
* Record frequency from 3.0 to 55.9 Khz
* Full editing and control facility for left/right channels
* Software selectable left and right digital input volume controls (255 levels)
* Playback volumes
* Decrease volume
* Increase volume
* Bounce sample
* Paste sample
* Trigger recording
* Clear left/right samples
* Loop sample

The Special Effects Software

For the first time ever you can emulate special sound effects in real time just like the sound labs can for film studios, normally the hardware to produce these effects would cost many times more than this package. Features on the FX menu include;

* Built in real time special effects including Echo, Reverb, Ramp, Pitch up/down, Stereo bounce, Multi echo Chorus, Phaser, Reverse and Pitch bend.
* Fully programmable special effects so that customised effects can be recalled
* Samples can be re-played back through the special effects menu.

The Analytical Software

A whole host of pro-type analytical functions include;

* 3D display of sample frequencies (Fast fourier transform)
* 3D display also includes 2D envelope display plus sample information
* Built in Stereo spectrum analyzer
* Stereo Oscilloscopes with trigger markers

The MIDI software

Easily accessable from pull down menus the new MIDI software suite allows you to trigger samples using either and external MIDI keyboard or the Amigas keyboard. Just look at these features;

* Selectable MIDI channels
* 2 voice polyphonic (Stereo)
* Up to 18 Stereo or Mono samples can be mapped onto the keyboard
* Multiple MIDI keyboard splits
* Load/Save sample set (with settings/splits).

Other innovative features

We know this product is years ahead of its time and these additional features justify our boast;

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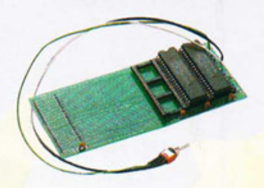
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Screenplay

Spring is in the air, the Bank Hols are coming thick and fast, but sadly an atmosphere of gloom has descended on the world. Why? It's exam time, that's why. So if you're one of the unlucky bods who faces a summer of studying – forget it, read Screenplay. If you're past the exam-taking point of your life, scoff and laugh at all the poor students, then read on.

THE POLITICAL CREW

The sun is here, the blossom is falling from the trees, bunnies are dancing in the fields and the latest swarm of aliens face megadeath from the newly-arrived, sideways-scrolling shoot-em-up. Yes all the essential ingredients for the summer months are here, well one out of four ain't bad.

But before school's out for summer it's the dreaded Screenplay end-of-term test. Sadly the mere thought of examinations is enough to send a shiver down the spine of all but the most gifted of pupils. The fear of failure can ruin a person's life. And none of our lot have the skills required to fill in an unemployment form these days, and a quick check on their school records shows an even sadder state of affairs. But take heart; if they made it – so can you.

NEIL JACKSON

Best exam: Work Avoidance (A level)
Worst exam: Physical Exertion (B-TEC)
Revision material: *Eye of the Beholder 2*



ED RICKETTS

Best exam: Eating (Master's Degree)
Worst exam: Cycling Proficiency (Grade 3)
Revision material: *Project X*



JAMES LEACH

Best exam: Applied comedy (O level)
Worst exam: Keeping a straight face in assembly (CSE)
Revision material: *Battle Isle*



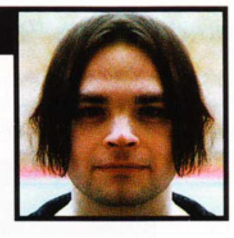
TIM SMITH

Best Exam: Home-brewing (Bass)
Worst exam: Drinking 20 pints and keeping it down (Twyfords)
Revision material: A hang-over



MAFF EVANS

Best Exam: Welly-throwing (GCSE)
Worst exam: Finger-painting (RSA)
Revision material: *Monkey Island*



NEIL WEST

Best Exam: Attracting Girls (Advanced)
Worst exam: Coping with Rejection (Pitman)
Revision material: The latest copy of *Amiga Format*





PAGE 50 Flunked school? Join the army. Learn to drive a tank and make tea in billy-cans.

PAGE 54 Is the beauty still in the *Eye of the Beholder 2*? The *Ultima*-te role-play model.





PAGE 66 If you had a family like the Addams, would you really want to rescue them?

PAGE 76 If you mess around in chemistry, sooner or later *Project X* will appear.

ANDY HUTCHINSON

Best Exam: Stilt-walking (B. Smart)
Worst exam: Marital Arts (2nd Dan Black Bed)
Revision material: *Formula One Grand Prix*



EVA HOOGH

Best exam: Rugby (County Championships)
Worst exam: Piano-smashing (300 metres)
Revision material: *Might & Magic 3*



CHRIS LLOYD

Best Exam: Hairdressing (Sassoon)
Worst exam: Art of Zen (Krisna)
Revision material: *Deliverance*



JON PILLAR

Best Exam: Computer Fraud (HMP)
Worst exam: Accounts Management (City & Guilds)
Revision material: *Easy AMOS (?)*





Here's another crop of goodies just waiting for the nuts and bolts to be banged together. **Neil Jackson** takes a look at the latest...

Coming

WORK IN PROGRESS



Coktel Vision's South American jaunt, *Inca*, looks set to be both aesthetically and musically pleasing. All you jazz, blues and classical connoisseurs will just absolutely love it, darlings.

Gallic software house, **Coktel Vision**, have announced plans for a stunning new game ***Inca***. At the moment the project exists only on the PC, as a CD-ROM game, but Coktel Vision hope to create an Amiga version early next year. ***Inca*** is a mythical quest set in South America, which uses both 3D real-time animation and digitised graphics. There's also a professionally-written musical score which uses a host of styles including jazz, blues and classical. Initial demos of Inca look spellbinding, watch this space.

Also from the Coktel Vision stable, but a lot less gorgeous, is ***Bargon Attack***. Its twee plot revolves around a computer game – called *Bargon Attack* – which actually comes to life. It seems that for every Bargon (strange, green, alien-type thingies) you shoot in the game, a real Bargon appears on earth. You then hack and slash your way through Paris, defeating a full-scale invasion. Yes, well...

Slightly more down-to-earth (or rather slightly-above-it) is **MicroProse**'s forthcoming simulation, ***Harrier***. Planned for November, *Harrier* is destined to be the usual high-quality, no-stoned-left-unturned, technician's-dream of a simulation. You get the opportunity to fly the legendary VTOL super-jet in three different forms: the radar-equipped AV8B, the night attack GR7 and a special easy-peasy MicroProse version. With the addition of fellow wingmen who have their own flying characteristics, *Harrier* could be something of a high-flier.

Meanwhile, back in the fantasy world, those chaps at **SSI** are working on yet another role-playing adventure. Featuring a brand new RPG system, ***Midnight Sons*** is reckoned to take graphic role-play to new heights. Complete with full-screen smooth scrolling and highly-detailed cinematic animation, the system enables you to just point-and-click in combat. In the game, you control four characters and a robot on their quest to rescue a group of kidnapped diplomats from the far-distant planet of Monsoon.

Last month we told you about the new software house, **Mirage** and their *Lemmings*-basher, *Humans*. This month, they've just announced another game to come from the *Humans* team, **Imagitec**, in September. Called ***Gadget Twins***, this platform arcade is a cartoon-style caper, where you (and a friend, if you wish) control a pair of crazy brothers who retrieve a stolen magic gem for the King of Gadget Land, using yo-yos, boxing gloves and hammers. Hopefully, the gameplay is better than the plot, but we shall see.

Jonafon Woss would love this next game, also from **Mirage**. ***Dwagons*** (as it is sickeningly known) is a fairy-tale adventure which uses a split-screen to combine gameplay graphics and scrolling text. You control two dragons, Snort and Snarl, (who obviously suffer fwom the annoying Woss-like speech impediment, but don't have a TV show) in their quest to retrieve the magic Talisman of Power from the Evil Lord Flame. Hang on. This all sounds a bit familiar really, doesn't it. Aha! Closer inspection reveals that *Dwagons* is another game from Mirage's pet developers, Imagitec. Hardly surprising, really.

➡

Ashes of Empire

Mirage Expected: May

In last month's ***Amiga Format***, we reported that Mirage were attempting to secure the rights for a program called *Ashes of Empire*. At that stage, it was all hush-hush, as the deal was still incomplete. Since then, Mirage have managed to tie up all the loose ends, and *Ashes of Empire* is definitely on its way. So what's it all about? Well, it's the brainchild of Mike Singleton, creator of *Midwinter* and *Flames of Freedom*, and it's based on the recent events in the Soviet Union and Eastern Bloc countries.

Set in a totalitarian empire which is falling apart, it is full of topics like economic decline, old-fashioned industrial nightmares and human rights problems. You control five republics and 40 provinces, and it's your job to bring peace, economic stability and democracy by securing the trust of the population. If you mess it up, the world could find itself in the depths of full-scale nuclear war.

Carrying on from where *Flames of Freedom* left off, *Ashes of Empire* uses elaborate 3D technology to bring you snow-capped mountains, forests, deserts and a host of other environments to deal with. Expanding on the character interaction of *Flames of Freedom*, *Ashes of Empire* features no less than 9,000 separate characters for you to meet and converse with. And the most important ones move around from province-to-province, so you have to chase around to find them.

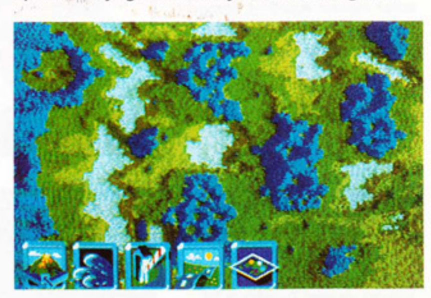
Mirage hope to bring you the finished game sometime this summer, but in the meantime look out for an in-depth, Next Big Thing? preview in ***Amiga Format***, as soon as playable demos emerge.



More advanced than the *Flames of Freedom*, *Ashes of Empire*'s outside view features - trees!.



With 9,000 characters to interact with, you'll end up with laryngitis before you finish the game.



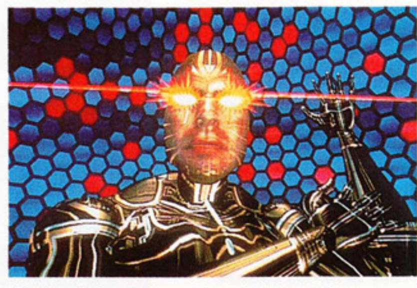
Like its predecessors, *Ashes of Empire* uses a fractal map to help you find your way about.

Lawnmower Man

The Sales Curve Expected: Spring '93

Who'd have thought virtual reality would be responsible for reviving a flagging British film industry? Steven King's strange tale about a gardening-obsessed psychopath in a computer-generated environment, *The Lawnmower Man*, is currently creating huge box-office success in the USA and is soon to be launched in the UK.

The film is a British-made, low-budget affair which has surpassed everyone's expectations. Even better news is the fact that The Sales Curve (proprietors of the Storm label) have picked up the licence for *Lawnmower Man*, and are desperately working on computer-game ideas to coincide with the UK video release. At this stage, they're considering an arcade and a role-playing adventure, but they're still not sure of quite how to approach the subject of 'teledildonics'.



Coming to a garden centre near you in '93.

Attractions

Shuttle
Virgin Expected: Summer



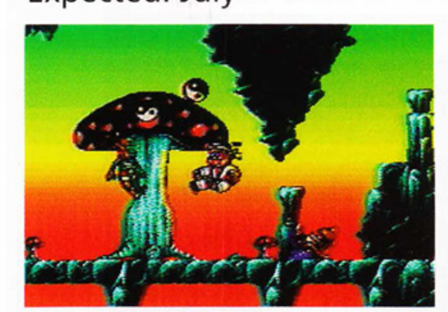
Virgin's *Shuttle* gives beginners the chance to fly their own space shuttle. Created by Vektor Grafix of *Killing Cloud* and *Bomber* fame, it is the simulation to end all simulations. The entire sequence, from the seven-hour roll along the launchpad road, to the five-hour countdown before lift-off, is all here.

Reach for the Skies
Virgin Expected: Autumn



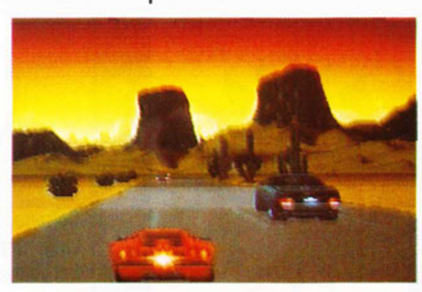
Rowan Software, creators of *Falcon*, take to the air again with this World War II simulation. You get to play two different roles: pilot and controller. In pilot mode, you intercept German bombers and defending blighty. As a controller, you manage an entire campaign, both in the air and on the ground. Watch the skies this autumn.

Dojo Dan
Europress
Expected: July



Europress Software hope to release this action arcade game. A 20-stage mix of puzzles, action and end-of-level guardians, *Dojo Dan* is touted as a console-beater. It certainly has the shallow plot you'd expect from a console game: a mythical land, an evil warlord and hordes of nasties.

Crazy Cars 3
Titus Expected: June



Tired of being the good guy in dozens of cops 'n' crooks chases? Why not sit up and look forward to Titus' long-announced illegal US ace race. After a lot of reshaping, *Crazy Cars III* should finally make it to your screens next month – and it certainly looks fast. Can it challenge *Vroom*'s current pole position?

The Bane of Cosmic Forge
US Gold Expected: June



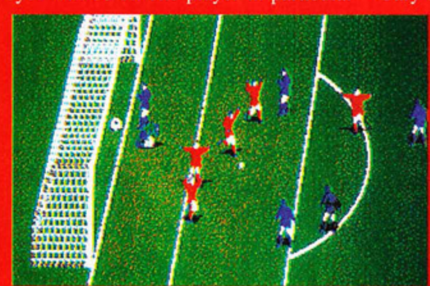
Newcomers to US Gold's team of US developers, Sir-Tech, are putting the finishing touches to their role-playing game. It follows the trends set by *EOTB* , but has an increased potential for spell-casting, it allows 462 possible spell combinations and experience points, plus it includes action and combat sequences.

The Perfect General
UBISoft Expected: June



A cross between *Battle Isles* and almost every Impressions game, here's an unashamed war-game. You play a general who's responsible for directing and applying your military forces in order to gain or hold towns and villages. Definitely one for budding military strategists.

➡ The world (or at least Europe) is in the midst of football craziness – with the FA Cup Final just gone, and the European Championships happening over the next few weeks. **US Gold**'s eyes will be on one player in particular – Gary Lineker, he of the amazing feet and winning smile. Why? Because **Kixx**, US Gold's low-price label are rushing to release a compilation of four footie-games which all carry the Lineker seal of approval. Inside their ***Lineker Collection***, you'll find such unforgettable classics as *Italy 1990*, *Hot Shot*, *Footballer of the Year 2* and *International Soccer Challenge*. But that's not what our man Gary is really after – he wants the special European Championship wall chart which enables him to follow his progress all the way to the final.



Not the most inspirational-looking footie game, but that doesn't seem to stop the footie-crazy punters.

But at the other end of the pitch, **Elite** are charging in with a free kick. They, however seem to be attempting an own goal. How? Remember the coin-op machine of two years ago, *World Cup '90*? Well, Elite have at last managed to convert it to the Amiga, but in a fit of sensible marketing, have decided to rename it *European Championship 1992*. Highlights include a streaker who runs across the pitch and gets arrested, and an absent-minded player who has a habit of running into the goal posts and knocking himself out. Strange, but true.

Back in the real world, news has just reached us that ***Cannon Fodder***, **Sensible Software**'s game without a publisher we previewed in issue 33, has now been signed to Virgin. Look out for this lesson in military madness sometime in the Autumn. **Virgin** have also picked up the rights to ***Pool***, the latest idea from brainbox Archer MacLean, of *Jimmy White's Whirlwind Snooker* fame. In theory it's an easy conversion, but Archer has a few more tricks and japes up his sleeves in time for a summer release.

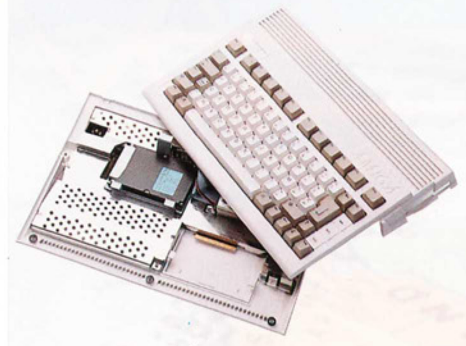


Well we heard it through the grapevine, that the US animation team responsible for these guys are behind a US Gold release . What a wonderful world it will be eh?

Late-breaking news from **US Gold**, is that of a link-up with American software house, **Cineplay Interactive**. Their first release is an amazing new game called ***Free DC*** – a futuristic story about a human zoo, set in Washington DC. The really stunning part of the game is the use of full-motion digitised video, combined with Claymation characters (created by the California Raisins team) and recorded speech. *Free DC*, due sometime in June, took no less than 45 people four years to write, and also resulted in a fully-blown, Amiga-based animation suite – which US Gold intend to release very shortly. More news, as it comes in...

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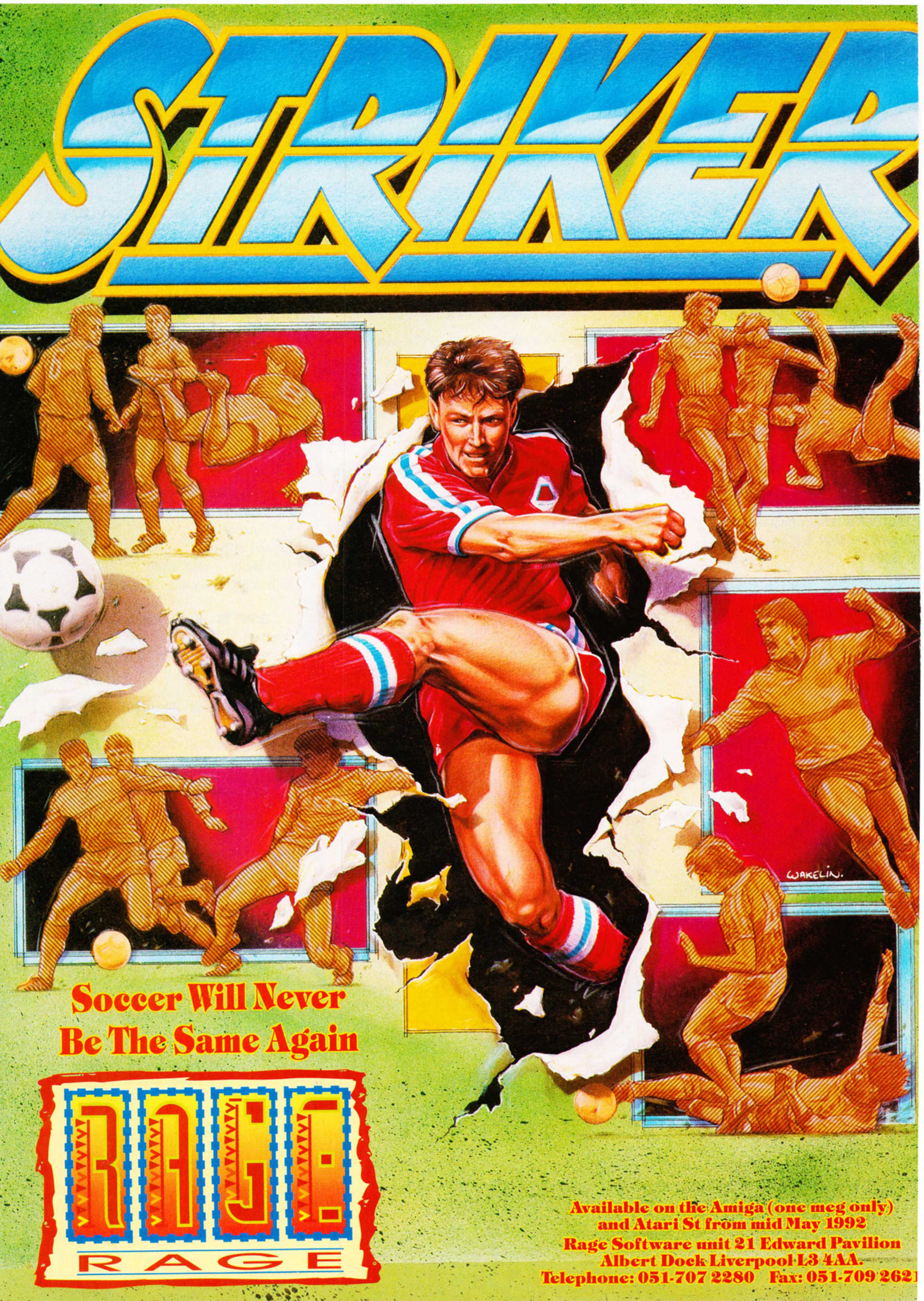
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Every picture tells a story. At Palace, they are going just one stage further by telling their stories with live-action digitised pictures. **Neil Jackson** pays them a visit to check up on the plot.

Hyde and Sleek Adventures



"Jekyll and Hyde **is not an adventure or role-playing. It's somewhere between the two. There are similar elements and goals, but the emphasis is on character interaction." – Peter Stone, Producer.**

Fact one: film studios are organised chaos, and Palace Software's hastily-prepared set-up is no exception. Lamps and cables litter the downbeat spare office which is being used for filming *Jekyll and Hyde*. In an adjoining room, actors and actresses jostle for changing-room space amid row upon row of shelves containing a collector's dream of Victoriana.

Fact two: this is normal. Behind the camera is one thing; the view on the silver screen is another, never would you think that such quality could come from such disorder. In this instance though, the silver screen is where you'll see this masterpiece. Instead, your

"Our aim is CD. We're making a version for disk and an enhanced one for CD. We're keeping all the rushes (the un-edited video footage) because where we use two or three frames on a disk version, we could use the full 50 on CD." - Tom Lisney, Art Director.



Amiga is where Palace hope to run their film – except, it won't be a film. Palace's producer Peter Stone, explains: "We got the idea after *Demoniak*. That was an attempt to convey pure fiction in a real-time world with scripted characters, using accepted techniques. The user interface was all-text but for most people that was unacceptable and too experimental. It worked, but it wasn't a huge success.

"The next stage was to make it almost entirely graphical. We spent nine months experimenting with digitised live action using a Rombo VIDI-Amiga system." And it worked well enough to warrant the filming of *Jekyll and Hyde* – an ambitious game where you choose the character you want to become.

Choose a personality

Peter explains how it works: "Each character has their own objective. But you don't have to be the mad scientist, Dr Jekyll – you could play Inspector Harris, the policeman investigating Hyde, or Dr Lanyon, a rival scientist who's trying to steal Jekyll's secret formula. You affect the 'world' with actions and decisions you choose to make. There is artificial intelligence for each character (which took programmer Chris Stangroom four years to perfect), so their responses change depending on what you do."

The trouble with so many possible actions and reactions is it means there must be many more graphic images to represent them. This makes filming a nightmare in story-boarding. Scriptwriter Chantal Riches worked out every possible case of what could happen to each character. Every emotion had to be provided: angry, sad, happy, lustful – the list is endless.

I'm an actor

To cope with such varied emotion, Palace used professional actors and actresses, from *Coronation Street*, *Minder* and TV ads. During filming, each character actor goes through the different expressions and movements that will be used in the digitised artwork. The live-action sequences are shot on broadcast-quality High-band U-matic video for the best possible results. Even then only one frame in 12 is good enough to use in the next stage: digitising. This is done in monochrome using 16 shades of grey. Each image is recoloured, some stay 16 shades, while others are expanded to 256 colours. When you consider there are 60 to 70 locations in the game, plus 22 characters, that's a heck of a lot of work.

The finished images are combined with the AI routines and scrolling text windows which do the story-telling. Still pictures are used to show which characters have arrived on the scene or are interacting with one another. You control your character using a dynamic menuing system which lists your options and enables you to build sentences from verbs and nouns. According to Peter (it provides a wealth of possible responses. You can even embark on a campaign of blackmail and violence if you so desire – but beware of the consequences. Other characters may have less-than-subtle ways of dealing with you.

Jekyll and Hyde could be the most exciting project we've seen for ages, and it's breaking ground many software houses have shied away from: live-action interactivity. Peter doesn't expect to see the game coming together before autumn, so there's plenty of time for things to change and problems to surface. But leaving the studio at the end of filming, I couldn't help thinking the most difficult part of the project was behind them.

BEFORE AND AFTER BUTLER



Ben Bazell plays Parkin, butler to Dr Lanyon, the rival scientist who's out to steal Jekyll's secret potion. Ben's first major part as an actor was as Rocky in the original stage version of the Rocky Horror Show. He went on to become a regular presenter for BBC TV's *Play School* programme for young children and later toured the USA, Canada, Europe and Japan as part of the English Shakespeare Company. He has appeared in British TV dramas such as *The Bill* and *Van Der Valk*.

QUIET ON THE SET PLEASE



Being both an exercise in programming and film-making, *Jekyll and Hyde* requires more than the usual 'programmer, artist and musician' to make it take shape. There are no less than nine full-time workers on the project (and this doesn't include all the actors, assistants and helpers that pitch in daily to help things along).





"You've got to experiment!" is Graham Taylor's mantra. And it appears he could be right, that is if Striker's revolutionary approach to software soccer pays dividends. **Trenton Webb** keeps score.



With aftertouch you can really get that keeper diving. Welly it netwards then lean the stick around to send that ball curving away from the keeper.

Striker

Everyone in the universe has played *Kick Off* and all their close relatives own a copy of *Kick Off 2*. So Rage Software seem at a disadvantage before the ball is even kicked, in their bid to redefine footie on the Amiga. Just think, they'd have to come up with a whole new look and playing style, all while embracing those *Kick Off* features that have already become standard. Luckily, that's what they seem to have done.

Striker looks and feels different. Its isometric 3D perspective scrolls the pitch face on, from goalmouth to goalmouth. So *Striker* actually looks like football and not a planning map for Desert Storm. Other games tried to use isometric styles – *Emlyn Hughes* and *Manchester United Europe* – but none have worked, mainly because they showed the pitch from the side. Both end and side views work equally well in the centre of the pitch, but the perpendicular approach falls foul in the 18-yard box. Seen from the side the goals appear small, and shooting on an angle is desperately dependent on luck. *Striker* though, takes you head on into the goalmouth.



The players are smart enough to form a wall when free kicks are taken near the box. But come on ref, that is never 10 yards, I mean play the game!



If in doubt take him out! Never let an opponent get this close without attempting to take his knees off. It may be cheating but it's effective!



If you choose a sweeper system and find that it is a) effective or b) produces attractive flowing football, then drop it. Remember we are British.

Large sprites and straight-on goals are all well and good but for a sports sim to work, fast and accurate control is required. Rage have that nailed down too. Control is intuitive, with a fair whack of aftertouch thrown in for experienced goal wagglers. Power is easily regulated and is accurate enough to leave you with absolutely no excuse for missing that open goal.

And accuracy is vital. Here the height of a ball really counts. You can see if a player really has a chance to head a ball or if the keeper can be chipped. This adds greater depth to play as Barnes-like crosses from the wing are possible, Wright-esque defensive headers are vital and Rush-style goal dives are absolutely essential.

The lad done well

Gaining this control is surprisingly easy, even joystick dyslexics will manage to trap, dribble and bend the ball. Learning how quickly the rest of the team move off the ball, though, takes time. Currently players from the same team get twitchy if too many group around the ball, but fixing that will be a tweak to an already finely tuned game engine.

Free-kicks and set pieces fall apart with both traditional isometric footie blasts and overhead scrollers, because of the difficulties in guessing where the ball will end up. Their relative lack of perspective robs players of essential visual clues. Here *Striker* aims to play another 'gamer friendly' masterstroke, as all set-piece play is accompanied with a neat white line that shows the flight path of the ball. Naturally, this gives the trick-shot game away in two-player mode, but it makes set pieces a useful part of the offensive armoury!

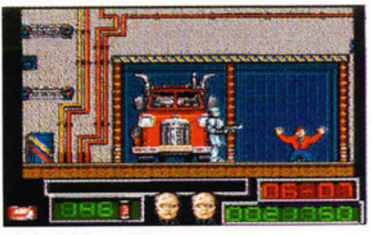
Referee!

Added to these novel tweaks, are all the regular extras: action replays, pitch radar, hordes of teams, authentic crowd noise and a huge tournament. So *Striker* looks to have a real shot at top footie honours, but it has a few preliminary matches to win first. At the moment goalies are prone to odd moments of Grobbalar madness and it still has that 'pinball' feel. But the tournament to see who's tops has yet to begin, and as the England manager is keen on saying "now is the perfect time to experiment".

MAKE WAY FOR THE PROPHETS OF RAGE!

Software authors have caught the East European disease of late. Gone are the days when a few monolithic software houses ruled the gaming world, now smaller independent outfits are springing up all over the shop. Rage are one of these new breed of coder/publisher combos.

While their name is new, they are most definitely not beginners, having worked on some of the biggest titles ever seen on the Amiga. As Special FX they put together *Midnight Resistance*, *The Untouchables*, *Robocop 2*, *Hudson Hawk* and the film tie-in that gave movie licences a good name – *Batman*. If nothing else this proves Rage can turn even average material (à la *Hudson Hawk*) into cracking games, so hopes must be high for what they can do with one of the world's greatest sports!



Bringing the wind of change to games software?



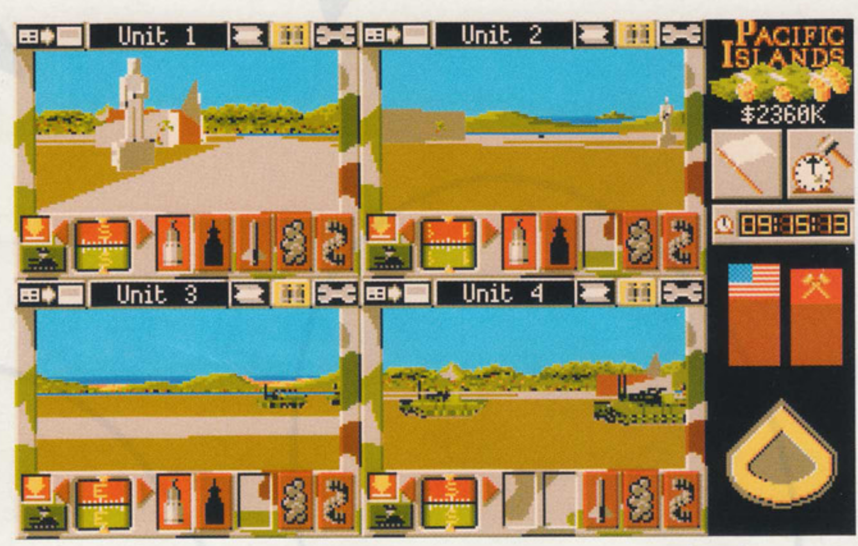
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The bloke who invented tanks must have been a total nutter. Think about it – cooped up in a tin box, with someone lobbing explosives at you. If that doesn't scare you, step this way. Have we got a surprise for you.



Imagine the problems you'd have banged up in four of the flippin' things. *Pacific Islands'* multi-tasking view may look like hard work, but in practice it only requires twice the concentration you'd need to control two tanks, and that's easy, innit?

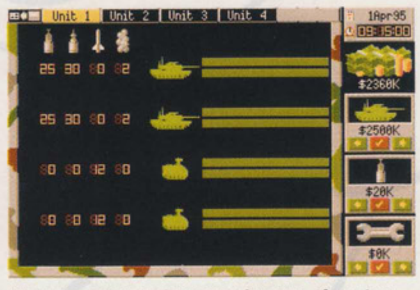
Pacific Islands



View One: right down the barrel. With your engine-smoke on and laser-guided shells, you go about your dirty work. Using the zoom mode, your superior range stops you being the one who's on the receiving end, for a while.



View Two: when it's time to start moving. Whether you're charging or hiding, the navigation map is your ticket to ride. A single click guides you. You can also use it to spot enemies or zoom right in to see each tank in each of your four units.



View Three: assessing your damage. If you've taken a few hits, the bars warn you that your tanks are breaking, or your troops are about to wet themselves. Between missions you can try to rebuild your armour and mend broken spirits.

The Yankees are at war again, but this time it's a bit different. As always, they're fighting Soviet tanks but the Russians aren't involved because they're busy deciding who owns their army. Instead, you're fighting North Koreans because they've just invaded the Yama Yama islands. Why North Koreans? Because they're the nearest, and the Batley Townswomen's Guild (Armoured Division) are too busy fighting insurgency in Peckham. As far as Empire are concerned, it doesn't matter who you're up against – just accept the fact that they're not very nice, OK?

Specific requirements

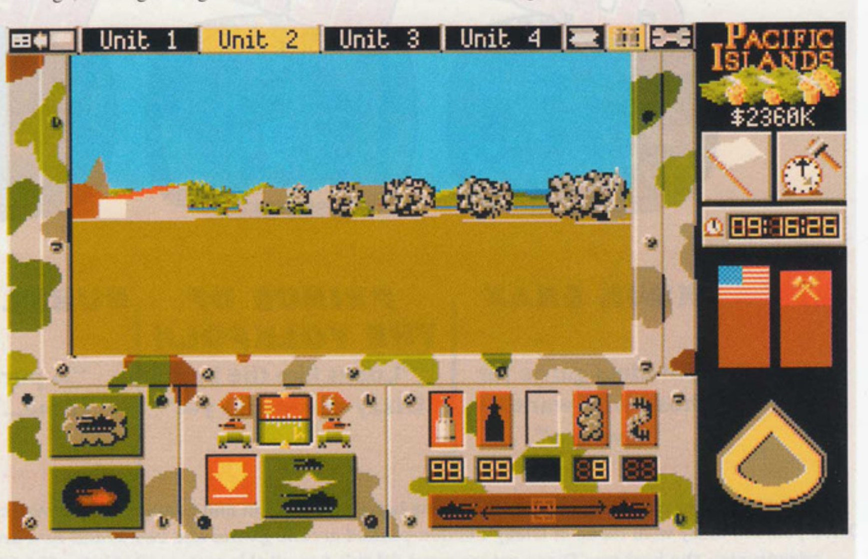
Your task is to liberate the archipelagos and drive out the occupying army. You have up to four units (and four vehicles) under your control, with the option to replenish your forces in between battles. The method of control is similar to Empire's earlier *Team Yankee* but with a few enhancements. As before, each unit has three displays: a map, a status display and a turret view. You switch between displays using Workbench-style window controls in the top corner. You can view a single unit's displays at full-screen size or all four units together at quarter-size. This lets you keep track of everything, but you need to be able to multi-task your brain to do this effectively.

The chief difference to *Team Yankee* is the emphasis on management of the whole campaign. Depending on your success in battle, the amount of damage to innocent villages and the speed of your campaign, you receive a variable supply of cash. It's up to you to spend it wisely and guarantee a constant supply.

You decide whether and when to rest your troops to get morale back, or repair damaged tanks. Both actions waste time and allow your opponent to lick its wounds and repair its own damage, making it tougher in the next battle.

The longer you take to wipe them out, the less popular the war is "back home" and the less cash you get. But sometimes losing time can work to your advantage, especially if you're deliberately advancing the clock so you can use the cover of darkness on your next mission. You're the one who has to make the financial, as well as tactical, decisions on the campaign trail. Be prepared to play the same missions over a few times before you get the balance right.





For safety's sake, use your engine smoke. It covers you from enemy fire, and lets you know which tanks are yours. It's easy to mess up in the fog of war – but you should be the only one making it.



DESERT ISLAND RISKS

Your guide to tricks, tracks and tank tactics

At first glance, *Pacific Islands* is a daunting prospect. It's hard enough to concentrate on one tank group without having to contend with four at once. But a few tactics can make the difference between success and abject failure.

Your first action should always be to read the mission details thoroughly. Occasionally there are clues as to the most likely places you'll be ambushed. More often than not, the direct route is the one the enemy expects you to follow and they'll be waiting near it, usually in the cover of trees. So think about using a longer route which enables you to approach the target from behind or the sides. You're less likely to get japped on the way.

Often this tactic takes you across the enemy's line of sight, so use a smoke barrage to block the gaps between forests where you're exposed. You have to time the barrage so that it coincides with your arrival. If in doubt, call it in a tiny bit later than you think you need to; You can always make your units wait in the trees until the smoke appears, but if they arrive too late, the enemy will have seen the smoke and already be charging over to find you.

Sometimes you can save yourself a bit of work by using the artillery HE barrage to destroy secondary targets. Call the strike in right at the start of the mission to improve the chances of killing off the target and getting the best from an enemy morale-drop. You should make sure you visit the target yourself, just to make sure it's been totally wiped out and finish it off if it hasn't. Using artillery for static targets like radar installations and fuel dumps is usually more successful than using it against enemy tanks, purely because it's difficult to predict where they'll be. Beware of using artillery on targets in villages – you may knock out a factory, but you'll probably destroy a church and several innocent houses as well, with a resulting drop in your budget due to excess collateral damage.

Using engine smoke and infra-red battle-sights is paramount in daytime battles. Most enemy tanks don't have any infra-red capability, so you can be reasonably bold when you mount an assault. Another tactic worth employing is driving your units along the tree-line (the 100-metre perimeter of forests) wherever possible. Enemy units are much less likely to see your green hardware if it's on a green background until you start firing in earnest.

There are many targets that are neither primary nor secondary objectives, but they can help you gain an overall advantage. You must concentrate on the key targets or you won't win the battles, but destroying ancillaries like enemy communications radars and military command posts helps your war effort overall. The enemy also uses many fast-but-small scout units which spot you at long range and then warn their reinforcements to advance. If you deal with these quickly, they can't relay information back to their support troops and your chance of surprise is greater.

There is a tendency towards frustration at the beginning, but *Pacific Islands* has plenty of staying power. Five islands, make up a total of 21 individual battles (each lasting around 40 minutes). It takes several attempts (and probably about 10 hours) to complete just the five battles on the first island. Even when you've liberated it, you could still have problems later on if you've messed up your tactics or spent too much. Those of you looking for a quick *Battlezone*-style shoot-out are likely to end up tugging your hair out in handfuls – Pacific Islands is a test of tactical skill first and reflexes last, but both are indispensable.

Let's talk about tactics

Every mission requires thought and planning, and usually at least two attempts to get it right. The first time you play through the battles you're likely to suffer a few surprises. After a couple of attempts, you can generally predict where the enemy is likely to ambush you, or where their weakest points are. To prepare you, there's a training ground and it's worth using this (even if you think you're the best general since Stormin' Norman), just to get used to the strength of each of your ammunition types. High-Explosive Anti Tank (HEAT) shells are great for popping tanks, but not so good at piercing thick factory walls where sleeved SABOT rounds are more effective.

By far the best weapon is the guided missile, but this has two strings attached that are worth considering: you need to be stationary to fire missiles, and the missile-firers are the weakest units of all. This means that you really have to prepare properly when launching a missile attack. Testing it all on the training ground in total safety means that you won't suffer a frustrating demise in the real heat of the action.

"Speed is high and so is the detail. It's easy to forget the 'virtual' part of this virtual reality."

From a player's point-of-view, it's an uphill struggle, but one that's worth going up. Because you have to work so hard to complete each mission, it's rewarding when you succeed. Part of this is due to atmosphere – the blend of sprite tanks and forests with vector-drawn buildings and roads gives you the best of both worlds. Frame update speed is high, and so is the detail. It's easy to forget the 'virtual' part of this virtual reality.

Sound effects also play a major part in the game, and not just for atmosphere. Knowing when you're under fire is vital and the sound effects make it deadly clear. When you hear shells around you for the first time, you're bound to panic trying to locate the unfortunate unit and then the attacker. War poet, Wilfred Owen, summed it all up by describing this moment as "an ecstasy of fumbling" – if you've ever wondered what that meant, play *Pacific Islands*. Frighteningly realistic, playing is like juggling with smouldering dynamite. Lose your cool once, and you're dead.

Neil Jackson

All the tough targets are heavily defended through *Pacific Islands* and radar installations (like this pile used to be) are no exception. They're worth taking a few risks for, but don't come close up to destroy them until the shelling dies down. Or *you'll* die.

Pacific Islands
Empire ■ £29.99

- A fantastic mix of game-styles: sprites, vectors, action and tactics all rub shoulders without problems.
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Leisure Suit Larry 1

A new-look Larry in an old-style game, and yet he's still a total jerk. Some things never change. Sierra attempt to breathe new life into an old idea with the remake of *Leisure Suit Larry 1*.





Five years and a million fashions ago, a white-suited punter landed on our screens. Larry Laffer, nerd incarnate, and hapless pursuer of female attention. Al Lowe's touchingly obnoxious anti-hero, forever in search of censored action, spawned a whole series of highly-suggestive graphic adventures. Now Sierra have brought him back with an all-mouse interface and Nineties backdrops. Will he recapture our glands?

At 40, Larry Laffer boasts little more than $94, his breath spray and an insatiable appetite for romance. Starting at the seediest hangout in town, Lefty's Bar, he works his way through dark alleys, garish discos and dubious hotels in search of first love. He becomes intimately acquainted with the ups and (more frequently) downs of life, leaving a trail of broken hearts, windows, or bones in his wake. More often than not, however, he finds himself the victim of impossible circumstances. It is up to you to solve the plethora of puzzles, so that Larry-turned-hero can embrace the (current) girl of his dreams in the end.

By far the most original and, although hidden beneath a layer of innuendoes, wittiest of the quartet, *Larry 1* has now been shaped up to meet today's standards. Keyboard commands have been replaced by an icon bar along the top of the screen. Current modes are shown by the shape of the cursor and changed by right mouse clicks (look, walk, manipulate, etc), actions performed by left mouse clicks directed at specific objects, people or locations. While friends of the keyboard will deplore the loss of language, others might welcome the straightforward interface.

A literal creep

Sporting a jaunty gait, Larry strides up to the counter – except that, in fact, he doesn't. He rather creeps up to his destination, waddles across the room and exits it so slowly you might be tempted to, say, mow the lawn, format a few disks or ring up a friend in the meantime. Maybe even do all three if you're installing it on anything less than an A3000.



Ever tried reversing the charges when you're phoning the number on those little cards people leave in phone-booths? Try it. Works every time.





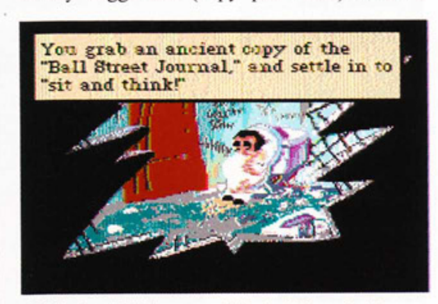
Like all singles bars, the drinks are expensive and the company is cheap. But still Larry has a hard time making an impression – except on the floor.

Willy

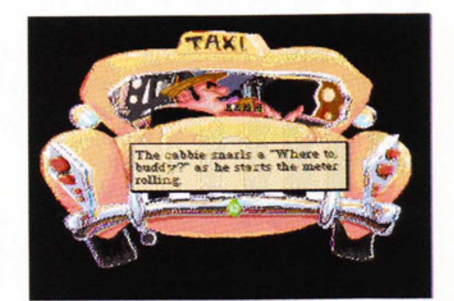
The graphics have been directly converted from the PC – and downgraded to 32 colours. A drab, fuzzy scenery is the outcome, with some objects barely discernible. Clear, if placative surfaces (as in the older adventures) and marked lines (as in *Willy Beamish*) would definitely have helped the player. As it were, you are left to admire the bizarre perspectives, wondering what the locations would look like if properly redrawn.

If fuzziness is the future of graphics, what lies in wait for your ears? Certainly, the sound effects (mostly the ones accompanying the lesser dealings of life) are all there. But without a Roland sound card the music comes out thin, monotonous and uninspired.

Larry comes on four disks and a technical manual, a handful of beginners' tips and three lewdly suggestive (copy protection) leaflets.



All the best thinkers used to do this sort of thing. Socrates had a permanent ring around his bottom, and Jean-Paul Sartre couldn't begin to make sense unless he'd been on the throne for an hour or two. Maybe it's got something to do with the proximity of the writing paper.



I've got me a car and it seats about 20 and we're heading on down to the Loveshack, baby.

You need two drives or (highly recommended) a hard drive and at least one meg. Even so, the pleasure of playing departs with the first waiting sessions. Instead of setting a role model for modern classics, Sierra prove that sloppy, offhand conversions from the PC can actually do a game more harm than good. The first version of Al Lowe's classic is far more fun. When will they learn to take the trouble of proper reprogramming that is worthy of the Amiga?

If you can't lay hands on an 'old' *Larry 1* and are dying to live the legend, bring along a bulging purse and a huge thermos of coffee. At least the story has lost none of its appeal. Still, unless your machine boasts a turbo card or a 3000 label, don't even begin to worry about hormonal overdoses...

Eva Hoogh

Leisure Suit Larry 1
Sierra ■ £39.99

- The original: Larry's lamentable lovesickness makes for loads of fun.
- Abysmal graphics.
- Bearable movement, loading time and full animation only with turbo card or an A3000.
- Tinny music.





It's that time again, folks. The sequel that the world has been begging for has finally arrived. Now's your chance to plunge yourself deep into monster-related magical trouble all over again, in...

Eye of the Beholder 2

The Legend of Darkmoon



There we were, having a break, and a rummage through our backpacks, and out jumps a Mantis-man. These insectoid muties may only be armed with tiny daggers, but they don't half move.

When you think of fantasy role-playing games on the Amiga, *the* name which springs to mind is *Eye of the Beholder* – US Gold's massive hit from a year or so ago. According to many, this was the benchmark against which all successive fantasy games would be measured. But now US Gold are following in their own footsteps by launching *The Legend of Darkmoon*, part two of the *Eye of the Beholder* story. As a sequel to the best, you'd expect a multitude of enhancements and new ideas. Read on to find out just how far you can take a good idea.

By now almost all games-playing Amiga owners should be aware of *Eye of the Beholder*. If not, drop this mag now and grab a copy or you'll have missed out on a truly classic piece of software. The old *EOB* (as it was known) set the pace for in-game atmosphere, tension, plot and brain-stretching. Since then, though, many games (*Knightmare*, *Captive* and *Black Crypt* to name a few) have attempted to create the same level of excitement but all have fallen short of the mark. Perhaps this was due to the TSR-approved Advanced Dungeons and Dragons rules, complete with tried-and-tested spells and familiar monsters. Certainly part of its success was due to the atmospheric sound effects and gorgeous graphics which really helped to put you deep in the dungeons.



We're not saying what these pod-like things are, cos that'll spoil it. Let's just say it's perfectly safe to run up and bash them, perhaps.

Auld acquaintances notforgotten

The Legend of Darkmoon attempts to pick up where *Eye of the Beholder* left off. Indeed, you can transfer your original *EOB* party of adventurers over to the new game, complete with all their baggage. This is preferable to generating a new set of team-members because your old crew are likely to be more highly qualified than a batch of newcomers. Consequently they'll last longer when the fighting gets really tough (around level four). With an old team, you can storm through the first levels (which include a forest and the catacombs of Temple Darkmoon). Some monsters, like the wolves in the woods, vanish after a single good thwack.

"The Legend of Darkmoon is every bit as good as its predecessor (and a bit better in many places)."





But don't think *The Legend of Darkmoon* is easy – soon things get a good deal harder and you may not even be sure who you should be hitting. One or two of the monsters you meet may not seem evil or harmful at first. Usually, these suspicious cases cause a special encounter screen to be displayed. This shows a different view of the character you encounter and a brief passage of text explains what's happening. You usually have the choice of aiding or attacking the monster, but don't let looks fool you. Sometimes even good people are vile, vicious enemies underneath.

Real-people power

The Legend of Darkmoon also features some enhancements, but for my money there aren't enough. There are many more short 'cameos' which improve the story-telling aspect of the *EOB* system, but in fairness, they're not much more than the picture-and-words gimmick of old graphic adventures. One particularly useful enhancement is the new 'awareness' of your own party-members. Now, when you pass a secret door or a hidden switch, one of your crew informs you (usually in cryptic terms) in another passage of text at the bottom of the screen. This helps improve rapport with your party. You start to think of them as individuals, which is a boon to role-players. But don't push it – if you walk past the trigger square too many times, the messages repeat, making your characters seem a bit fake after a while. At least you're less likely to miss the important, secret bits of the game, and the messages don't give too much of the game away too easily.

Beyond this, *The Legend of Darkmoon* is pretty much the same as *Eye of the Beholder*. The graphics are different, but they are in the



Skeletal warriors return from Waterdeep to haunt you in Darkmoon, and they're every bit as tough as they were last time. Immune to magic and relentless in their attacks, they can turn even the hardest party into a pile of blood and guts if they surround you.



A secret passage? Nah, you wouldn't know a secret passage from a hole in the ground. Well looky here. Would you believe it? It's a hole in the ground. Shush! It's a secret. Damn! What a giveaway.



This tranquil town is under threat – something nasty is going down at Temple Darkmoon and the big cheese wants you to root it out. Like a fool, you're bound to think you can do it, an' all.

same style, and the sound effects are the same, even down to the twang of the bow and arrow. Magical stone portals can be found, just as they could in *EOB*, and they work in exactly the same way, and use the same graphic effects. The animation for the monsters is the same two- or three-frame jerky affair, even though many of the monsters are different AD&D beasties. The hideous floating Beholder (the star of *EOB*) makes plenty of appearances and is by no means the toughest creature you have to deal with.

Party till you drop

All in all, *The Legend of Darkmoon* is every bit as good as its predecessor (and a bit better in many places), but it's not quite the kickin', radically-different mega-game it could be. Pretty soon, the novelty wears off, and you're just playing the same old *EOB*, but with a different plot. OK, so the plot is bigger and better and the puzzles are harder and more time-consuming, but you can't help feeling you've been here before. Even so, if you were impressed by *EOB*, you're bound to be impressed by *Legend of Darkmoon*,. If you only buy one role-playing game this year, make sure it's this one, because despite a lack of significant improvements, it's still the best. For more radical changes, you'll have to wait until next year – SSI and US Gold are planning *EOB3* and they're mumbling things like "auto-mapping" and "party-member interaction". Oh, and by the way, angelic-looking priests are not always what they seem. Nuff said...

Neil Jackson



If you go down to the woods today, you're sure of a big surprise. You know what it's like when your dog gets hold of your teddy, don't you?

The Legend of Darkmoon
SSI/US Gold ■ £35.99

- Strong storyline provides excellent entertainment that'll last for days.
- Tried-and-tested gameplay, with enhanced characters and descriptive interludes.
- Tricky puzzle encounters make this a true-to-form, Dungeons-and-Dragons bash.
- Familiar controls but no real improvements.
- Still the best of the bunch.

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For years, Traveller was the undisputed champion of science fiction role playing. A game of unprecedented magnitude, there was no aspect of spacefiring adventure that Traveller didn't handle, and handle exquisitely. Then along came Megatraveller, a complete redesign of the original Traveller that stands as one of the most remarkable gaming achievements of the last decade.

Superbly designed, Megatraveller was quoted as the pinnacle of science fiction role-playing.



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The game begins as you and your party set out to stop the slime producing Ancient sites on Rhylanor. There are 127 detailed worlds to explore with hundreds of cities and millions of square miles.

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At each of the Ancient sites, you can discover artifacts and relics that can help the crisis situation on Rhylanor. By helping the situation, you will receive very significant rewards, which will help you to buy passage, or even acquire your own ship so that you can continue your quest.

Throughout your adventure, you will be pursued by agents of the secret organisation.

As well as a main plot, there are dozens of sub-plots on the various worlds, and even aboard starships, to keep you and your party busy.

You will be confronted with interesting adventures filled with mystery, danger and intrigue.

Megatraveller 2: Quest for the Ancients is a unique and innovative role-playing adventure that goes leaps and bounds beyond Megatraveller 1.

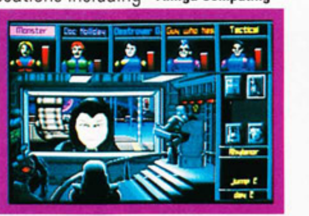






* Amiga Computing

SCREEN SHOTS TAKEN FROM IBM PC VERSION







MEGATRAVELLER 2
QUEST FOR THE ANCIENTS

The game features the most advanced and comprehensive character generation system ever developed as well as the most intuitive combat system for ground and space conflicts. The overhead perspective is equally unique, showing your entire party from a perspective that realistically represents a large, modern city.

Megatraveller 2 features a much more graphic-intensive presentation than Megatraveller 1. An enhanced trade and commerce system is implemented in Megatraveller 2.

The new economic system is much more realistic and benefits from the substantial increase in worlds.

Megatraveller 2 uses the PAL system: you are the leader of the party, and the others act as your friends. You can give orders, but acting intelligently based on the skills and the characteristics they possess, they may not follow your instructions if they believe that different actions on their parts will ultimately help you in a more effective way.

There are hundreds of NPC's to meet, converse and trade with during your adventure.

Overall, Megatraveller 2: Quest for the Ancients is an all new game with exciting advanced features. The sheer size and scope of the game with over 127 different worlds to explore will keep you playing time and time again. This together with the superb graphics and animated sequences and the revolutionary PAL role-playing system, make for the most exciting adventure yet seen on a Home Computer.





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Warfare has often been the base for video games, even as far back as Taito's coin-op *Commando* and US Gold's *Beach Head* series on the C64 back in the Eighties. Most battlefield games involving infantry have tended to fall into two categories – the straight shoot-em-up with the player gunning down everything in sight, or the tactical strategy game approach with all the moves being planned on maps. MicroProse have taken a slightly different view, combining strategic elements with shoot-em-up action, to come up with *Special Forces*.

The gameplay is based on a team of elite soldiers, who must take on a series of special missions for the government. The 16 missions are set in four terrains – tropical forests, deserts, arctic areas and temperate zones. Each terrain refers to an overall mission, with four main objectives to be carried out.

Each member of your team can be individually kitted out with weaponry to suit the mission and their fighting specialities.





Special Forces

After selecting your four-man team and mission, you can kit out each member with a selection of weaponry, including automatic weapons, rifles, handguns, grenades, rocket-launchers and laser target designators. Some missions require a certain amount of particular weapons (such as explosives for destroying bridges, or target designators for a planned air strike), but to begin with you just have to make sure that you've got enough firepower to blast anyone that comes in your way.

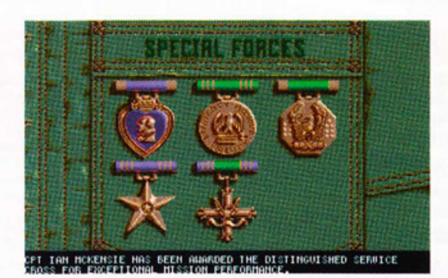
The missions themselves are carried out by operating two main screens - the warzone view and the scaled terrain map. The warzone view is the main game screen, where you control movement and firing as well as selecting weaponry, planting explosives and collecting objects. The scaled terrain map is where the tactical side comes in. As well as moving team members around the map, you can set formations and waypoints to designate the movement patterns of each soldier. This helps to keep your team moving as a coherent unit, making it easier to attack installations and protect your team members.

At the end of each mission, you are given a report of how well you did, along with a list of members lost or killed in action. If any of your team go MIA (missing in action) you have to re-enter the area and try to rescue them from the enemy troops. After a successful mission, you are given the choice of promoting or decorating any team members, as a reward for exceptional performance in the field.

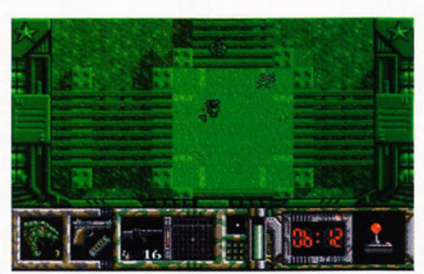
Tactical neural implant

The method of control in the combat sections of *Special Forces* tries to make you use your brain to work out the tactics, and it would indeed have made the game something rather special... if it worked properly! Unfortunately, when one of your team hits an obstacle or notices an enemy that he can take out, he will wander off from the rest of the team. This wouldn't be too bad if he could find his way back, but more often than not, you have to locate him on the map and steer him back to the rest of the group yourself. When the rest of the team does behave itself, the gameplay takes another twist, mainly due to the fact that you don't have to actually do any fighting for yourself - the rest of the team do it for you.





At the end of each mission, surviving members can be rewarded with medals or promotions.



A night mission in the Temperate zone calls for the use of hi-tech night-vision goggles.

Force or farce

This is all very well when you're handling mission objectives, but it makes the levels less challenging when in a fire-fight. Admittedly, you could take on the game at the higher levels to make locating your objectives and battling the enemy a little more challenging, but this doesn't really make the rest of the game run any more smoothly and the feeling of involvement isn't raised by much of a degree.

You can define your battle tactics using the Scaled Terrain Map, setting formations and waypoints for squad members.



Special Forces is a brave attempt to try and create something new in the field of combat simulations, but there are just too many problems to make it a classic. The graphics and presentation are quite involved and nicely designed, but where it falls down is in the gameplay itself. There are too many fiddly sections to make the game an enjoyable arcade game and not enough depth to allow it to stand up as a strategy game. A near miss, but at this price it's a miss all the same.

Maff Evans

Special Forces
MicroProse ■ £34.99

- Nicely drawn and varied combat graphics spanning four types of terrain.
- Some annoying control quirks and a few long delays make controlling your team difficult at times.
- An attempt at tactical play has been included but it's still a little shallow for serious strategists.
- Could prove an involving game for children, but won't hold much interest for the hardened combat freak, especially at 35 quid.

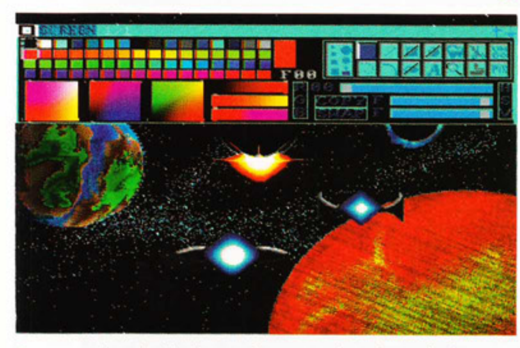


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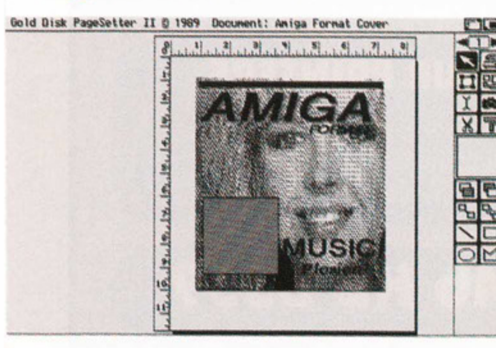
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Once you've had chance to experiment, and discovered artistic talents you never realised you had, with this month's Coverdisk, you'll believe that *Spectracolour Jr* is a very easy-to-use paint program. And if it's whetted your appetite, selecting from 4,096 possible HAM colours, it doesn't have to stop there. ***Amiga Format*** have negotiated a very special offer for readers who want to get hold of *Spectracolor*'s advanced features. The full featured upgrade includes the following innovations:

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Ever since the two guys from Andromeda discovered and pounced upon galactic dustman Roger Wilco, he hasn't had a minute to himself. Dragged from his mortally-safe and boring freighter-cleaning routine into conspiracies beyond Captain Kirk's wildest imagination, Roger now just wants to wind down. Hoping to use his fourth graphic adventure to return to his home planet, Xenon, for a foam bath and some good company, Roger finds his plans thwarted yet again. Sierra's cult game designers Mark Crowe and Scott Murphy relentlessly thrust him into an odyssey through time and space...

Not quite the Millennium Falcon, Wilco's craft is a bit of a bucket. It flies, as you'd expect, but the headlamp aim is a bit off. You can never find a good space-garage when you need one.





Space Quest IV: Roger Wilco and the Time Rippers

Into the time warp

A year after its spectacular appearance on the PC, *Space Quest IV: Roger Wilco and the Time Rippers* is now ready to land on the Amiga. Keyboard fans have succumbed to the admittedly easy-to-use, point-and-click interface. Few will miss the sparklingly witty exchanges with the parser. An icon bar across the top of the screen shows all the possible modes and menus, chosen by right mouse clicks and executed by left ones. You can walk, talk, examine or manipulate objects. The inventory is pictorial, too, unlike the smug messages you get after meeting your untimely demise – gently hinting at what might have convinced fate to turn at the doorstep.

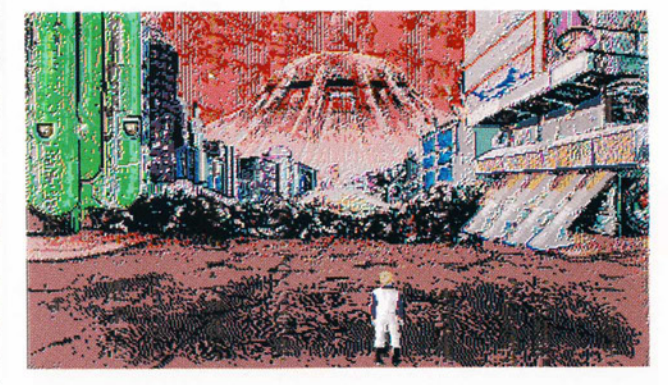


Loitering on street corners has never been a good idea, and things are no different in the future. The best advice here is: run, run and run again!

Where does our involuntary hero set out, then? On his way home to *Xenon*, arch-rival and ultimate baddie Vohaul (of earlier sequels' fame) has unsuspecting Roger caught and, very nearly executed. Only nearly, as members of a resistance force are at hand to wrest our hero from the killers' iron grip. With encouraging comments, they shove him through a time rip – straight into *Space Quest XII: Vohaul's Revenge II*. Xenon seems to have taken too much of a megablast sometime in the future. Eerie ruins and paranoid androids welcome Roger to (or, the in case of the androids, out of) this brave new world. Soon, however, entrances to the glitzy underworld are found. A fast and furious race against time, the infamous Sequel Police and a lot of ill-mannered aliens ensues. Will you be able to rescue Roger from the unforgiving Vohaul? Will the pink rabbit be caught and the latex babes of Estros successfully visited?

Almost certainly so. While the beautifully absurd encounters, puzzles and cross-references send science fiction fans whooping, they will all too soon find that they have solved it all. The past, the future and, more specifically, Roger's life and sanity do not even take beginners long to restore. Hardly a headache is caused by the trials and tribulations of our hero. While the story amuses, but leaves seasoned players dissatisfied, the listless conversion of sound and graphics does injustice to the Amiga. Admittedly, metallic minimalism has a certain sci-fi appeal that might be lost on, say, a *Larry* or *King's Quest* player. Still, there is no excuse. What could decent reprogramming have done to the Monolith Burger Bar scenes or to the irritably well-stocked software shop (look at some of the games, you'll crack up!). As it were, you'd better turn down the volume, ignore the dreary backdrops and indistinguishable objects as far as possible and get on with the game.

For *Space Quest IV*, Sierra have adopted Monet-style impressionist artwork - a bit odd for sci-fi really.





Unlike lovesick Larry, Roger Wilco definitely has all our sympathy. Watch the poor chap stumble from one acid trap into the next huntress poised to strike – girls must simply fall for this innocent (if slightly prone to swaggering) blonde dummy. Yet they must be strong-willed to put up with his deficiencies...

So you want to be a hero

Grit your teeth and hang on to your mouse... or fall asleep while Roger drags himself across the screen. Seven disks provide you with lots of installation time to study the technical manual and the more colourful *Space Piston* magazine. Beginners' tips and something close to Infocom humour temporarily distract from the simple, if wickedly-funny game itself. Asking £35 for an absurdly fat package with less game than even two years ago is simply asking a bit too much. Surely, Sierra can do better than that?

Eva Hoogh

Space Quest IV
Sierra ■ £34.99

- Wonderfully warped humour.
- Drab, indistinct graphics.
- Music? Yes, it exists.
- Unacceptably slow motion and reduced animation without a turbo card or an A3000.







No sooner do you leave the peaceful and prosperous town of Phlan than some cat named Lord Bane wipes it out. Life's like that in the rough-and-tumble world of adventuring. It's a laugh though eh? Er, well not if they happen to visit your town it isn't.



This charming lady with the sales technique will obligingly sell you some serious maiming, mashing and generally nasty bits of magic equipment. There are some pretty portraits of characters along the way – all taken from '1,001 Middle Earth Cameos'.

Don't fancy the look of your head? Change it for another. All your character's piccies can be edited and fiddled with, it helps if you can instantly recognise the different members. They are all still crap though.

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Pools of Darkness

It's a cult thing this *Dungeon and Dragons* lark. Pretending to be some muscle bound axe-wielding bod or a berobed caster of spells and joining like-minded idiots in a group bonding session and ridding middle earth of slimy things and other ethnic groups you disagree with. *Pools of Darkness* is the fourth instalment of such shenanigans and uses the official *Advanced Dungeons and Dragons* rule system. You create and guide six player-characters around Moonsea getting beaten up by strange new monsters. It's a vast game on three disks that needs one meg and is a definite pain in the wrist from all the disk swaps if you haven't got a hard drive to install it on.

The plot from hell

The plot? Well you'd never guess but some evil, nasty, really very mean guy is hell bent on a bit of subjugation and revenge because well, he's just that kind of guy. Luckily there's a group of hardy brave adventurers for whom the idea of a body-mangling match with the forces of darkness holds no fear.

The first step is creating your party. You can import characters from the previous *Secret of the Silver Blades* or generate new ones. They start off tough with heaps of magic weapons. This is high level adventuring – not a Kobold in sight. You can adjust the character graphics, however they all end up looking crap.

You start off in this peaceful city of Phlan. Where you can wander around the town in terrible 3D graphics. If these get too much you can swap to a map mode that thoughtfully leaves out the locations of the doors making it pointless. After a spot of spell memorising and shopping the adventure proper begins.

The ultimate goal is to defeat the three henchmen of Lord Bane, by teaming up with other characters, finding objects and killing – there's a lot of this. In fact the game soon turns into a constant round of battles. The puzzle solving and character interaction is very limited. It's just bash-hack-slash, collect goodies, recuperate and wander off in search of more bashings.

Heroic failure

The game is fought in a series of rounds, you give orders to each of your chaps in turn. They can fire bows, cast spells or just slash about with the old cold steel. The results are figured out and your fighter collapses in a heap or not as the case may be. These sections don't exactly inspire, which is a great pity since it's the largest part of the game. There are no sound effects at all- not even the odd sampled gurgle to add a little something. It's not easy either, great mobs of assorted nasties attack from all sides, so be prepared for a few embarrassing 'party wipeout' situations. Luckily you can save your progress in-between duels.

The main combat screen where all the heavy stuff happens. "Right lads you lot run forward screaming and waving your choppers about and I'll stand around and try to look really hard, OK?" The punch-ups get seriously death-like early on, using each of the character's abilities is the key to successful monster pummelling.



The world of middle earth, with its gods, legends and magic is a rich and imaginative one. But this game manages to miss out all that and goes straight in for a boring marathon session of fiddly fights. It's a game format as old as the hills and it really should stay there.

A few years ago you might have got away with it, now it just looks very amateur. The graphics add nothing to the atmosphere either. The characters are simple blocky affairs, some of the still pictures are good but otherwise it's not much to look at. Nothing much to listen to either, the whole game is played in silence. Unless you are an *AD&D* nut and relish the idea of anything that uses the official rules then this effort is a poor introduction to role-player games. Will Lord Bane bring evil and destruction to the land or will the brave adventurers prevail? Couldn't really care less.

Christopher Lloyd

Pools of Darkness
SSI/TSR ■ £30.99

- Tied down by the terrible D&D rule system, using all the restrictive bits and none of the atmosphere.
- Little puzzling and character interaction leaves endless rounds of combat.
- So cringeingly full of cliches that it's almost too painful.
- Vast game world will keep you exploring and fighting for quite a while, if you can keep up the interest.
- Doesn't stretch the Amiga's capabilities at all, where does that megabyte go?





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Gomez is being chased by a particularly vicious tree. Baddies don't come much more scheming and blood-thirsty than this, gore fans, so I think it's time to venture inside.

Addams Family

A few months ago, while the *Addams Family* film was mopping up the last of the profits on a tour of the provinces, this cutesie platform explore-em-up was well down the road to completion and had some of the most beautiful background graphics you ever did see. What we have here, however, is the finished version – with no gorgeous backdrops. Have Ocean gone mad? Is graphical devolution the hip thing for programmers to get into these days? Besides, games sell off the back of groovy screenshots don't they?

Well yes, a sexy-looking still from a game can often push a punter's cash till-wards. But Ocean have made a brave move and decided that it's gameplay that counts. Are all the other softies listening?

Eating cakes as opposed to having (!) them

What you can't see on paper (so you'll have to take my word for) is the slick character animation and fast-moving sprites. Gomez (our principle boy) is superbly controllable and scuttles around his *Robocod*-meets-Freddy Kruger world with panache. As a result, *Addams Family* is real fun and has great 'feel'. Ocean felt this level of gameplay was worth the graphical costs, and made the sacrifice.

Keeping faithful to the film's storyline, Uncle Fester has been kidnapped by the evil Abigail Craven (along with most of the other members of the family) and it's your job to find them. Explore all the big levels (each level is found behind a door in the hallway of Addams Mansion, so you can decide which to negotiate first *Robocod* style), locate and rescue all of the family and your job's done.



Oh dear, it's all gone horribly wrong. The spiked pendulum of doom got the better of our moustached marvel just as he was down to his last life heart. Lucky he's still got a couple more lives, really.

Now that black, Gomez-sized hole sort of affair at the bottom of the tree trunk is what we (in the trade) would call a secret doorway. Be assured that the rest of them aren't so easily spotted...



Gomez can run and jump, killing his enemies (and there are lots of them) by bouncing on their heads (maybe he's wearing crampons or something – use your imagination). Each level is divided into sub levels by secret passageways, tunnels, underwater sequences and so forth, hence mapping is essential to success. Another useful aid is the assortment of power-ups you find littered about the mansion.

Fish

If the game layout smells a bit fishy (that was a poor *Robocod* gag, sorry) then the power-ups reek of *Sonic The Hedgehog*: power-sneakers to speed-up our little Gomez; sparkling invincibility clouds and dollar icons to collect and then trade for extra lives. Gomez can also collect a flying fez (enabling him to go up, down, loop-the-loop and defy the ground for a few precious seconds) and heart icons to replenish his meagre energy reserves.

Lurch is playing the piano. As more members of the family are rescued and congregate in the piano room, his tune develops. It's just like the end of the *Sound of Music* in reverse.

The game area is huge, the obstacles that you'll encounter are well thought-out (your success is down to skill, not just blind fire-button pummelling luck) and Gomez moves as smoothly as a ghost.

There's not that much variation in terms of gameplay between the levels and the backgrounds would have added atmosphere, but apart from these niggles *Addams Family* is a good game. There's nothing earth-shattering, ground-breaking or gob-smacking, and despite the obvious similarities, *Addams Family* isn't quite in the same league as *Robocod*. But I enjoyed it, and I'm sure you will too. Let's hear it for good ol' fashioned gameplay.

Neil West

Addams Family
Ocean ■ £25.99

- *Robocod*-esque characterisation, animation and level design works well.
- Huge play area (with bags of secret rooms and hidden passages) to explore, with a handy password system for skipping levels.
- Gomez leaps, skids and scuttles around his world with dreamy controllability.
- There's even a groovy soundtrack!



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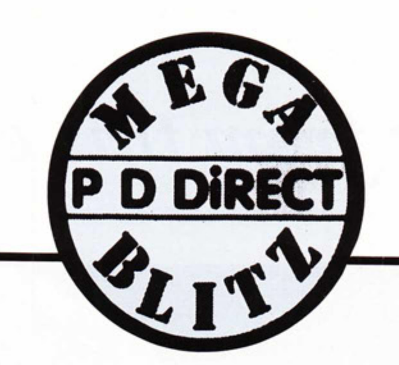
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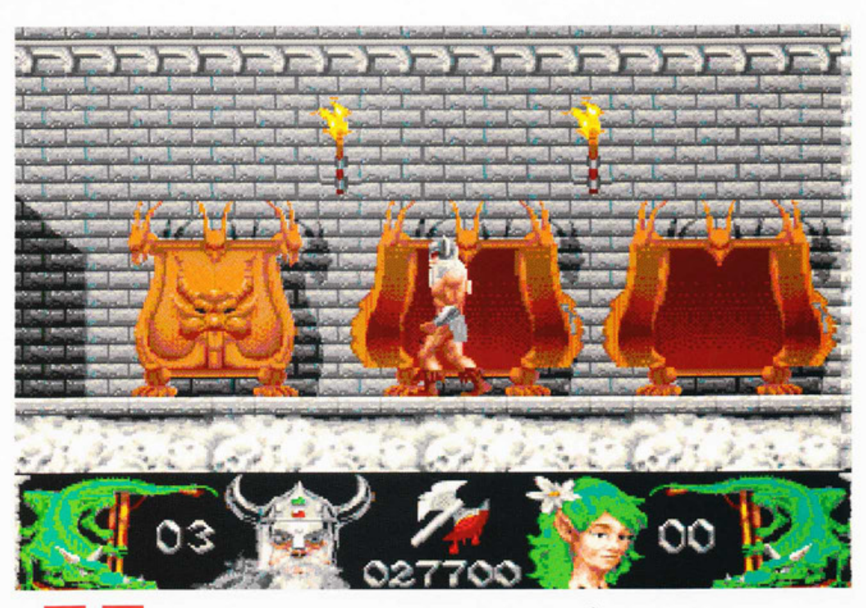
Deliverance

There were fairies at the bottom of the garden. That was until the Evil Queen Bahd (Bahd geddit?) got hold of their gossamer wings, their light-as-an-air-molecule bodies and holier-than-thou attitudes and locked them up in Satan's palace. Guess what the plot is? Yes, you, the big, hard Stormlord have to defeat the queen, free the fairies and make the land of Llyn Cerrig a better place to live in (just like you did in *Stormlord*).

So, we have a flimsy plot (you can also add a touch of the *Dark Crystal* – the evil queen is sucking the lifeblood from the fairies in much the same way as Gelfings had their life forces sucked). But who cares about plot when the action is as fast and furious as this? For a start there are unlimited axes you can either chuck in a constant flow, as long as you are static, or wield viciously in close combat.



Does he really want to jump from here? Not if that ugly guy gets there first. Exciting innit?



Those cabinets are gaudy to look at and made of rain forest wood. But what the hell, you may as well open them anyway. You never know, there might be a key in one of them. Or maybe not...

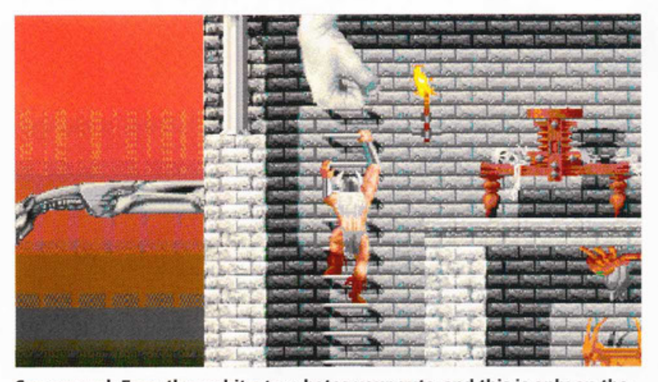
Once you've mastered this art all you really have to do is complete the four levels: Satan's Palace, The Pits of Hell, The Enchanted Palace and Heaven, rescue the fairies and generally be the good guy. Easy really. One point that has to be made clear is the similarity between *Deliverance* (notice, by the way, the lack of John Voigt/Burt Reynolds/Canoe gags) and Renegade's *Gods*. The platform style, ladder climbing (better here than *Gods*), the key collection and even the costume are strikingly similar.

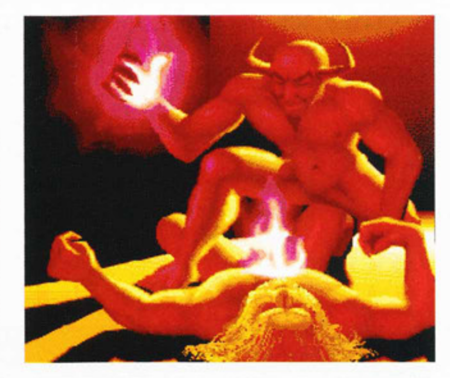
Even claims to 'intelligent' monsters have been retained (a misuse of the adjective in both games. The monsters will still attack, even when they are weaker than you, they won't create traps or try to negotiate peace and sort your mutual problems out in a sensible manner – they will follow you about a bit!).

The key to the whole thing

The control system is easy to get to grips with; there isn't too much for you to pick up and carry around for a start. In fact all you need to worry about are the keys that are harboured within the many chests littered along the way. But beware! This is a game about demonic forces and fairies, so obviously there are booby-chests (and other receptacles too) that contain various hideous monsters. Frankly everywhere you look there are monster-type things. The going gets weird very early on, with thumping fists coming through the floors and ceilings, and even quick-floor areas, these are sections of ground that will attempt to suck you into them if you hang around. Generally there is a slightly surreal feel to *Deliverance*.

You can take huge amounts of damage before getting through your three lives, but this is for a very good reason, not a second goes by without attacks coming in at you. All good stuff with some smooth scrolling, reasonable collision detection (you can still hang by your toenails from ledges but what the hell, this is a magical land innit?).


See you pal. Even the architecture hates your guts, and this is only on the first level. God knows what'll hit you in the face later on in the game.


Now you've been and gone and done it, you pushed your three lives to the limit. This looks like the end for the mighty Stormlord. And once that happens, this Ken Russell-like screen comes up to illustrate your demise.


Dig that crazy graffito baby, or rather don't because you really don't have the time at the moment. Get those infinite blades flying me old chum.

It's a kind of magik

To enable you to navigate the passageways, doors, bundles of coins, flying fairies, fire, spiders and general magikness (sic) you even have little amber podules to drop along the way. Thank the gods for that 'n' all, because, aside from the huge statues of naked nymphs put there to distract the red-blooded stormlord – and bewilder the equally crimson-corpuscled Stormlady – the bulk of the areas through which you trek end up looking the same.

Frankly, *Deliverance* has a lot to offer the player who is tired of games where an over-emphasis is placed on brains. It signals the return of good-ole, slash 'em and stash 'em fever. OK, so maybe you have to work out a few measly puzzles as well, there's also a hint that standing around manically slashing at the mounting hordes of evil is less productive than moving nearer to the entrapped fairies – but hey! The little critters can look after themselves for a while longer can't they? Let's flash that axe and go "Hurrghghg-ahhhh!!!".

Tim Smith

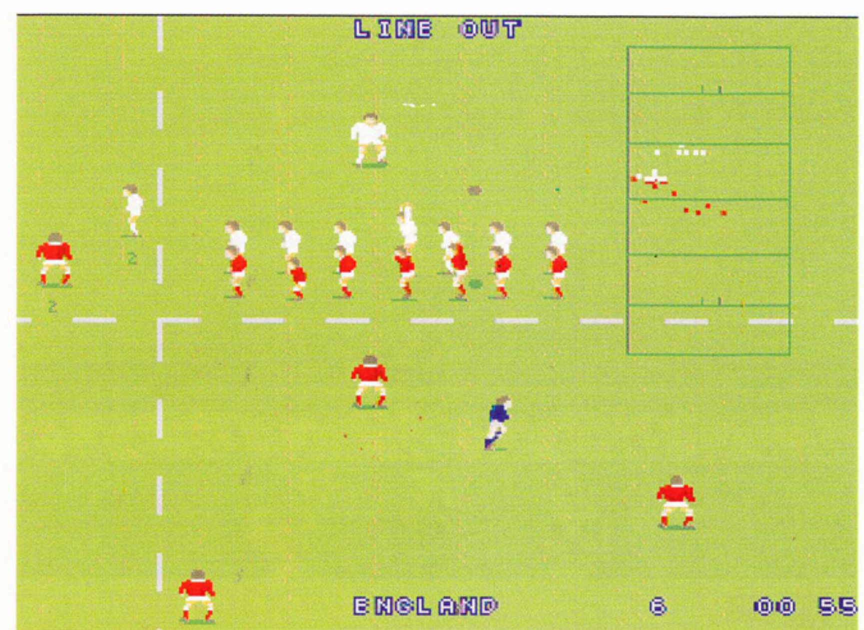
Deliverance
21st Century ■ £25.99

- Eh *Gods* it looks familiar.
- Easy control system.
- Excellent in-game music and sound effects.
- Graphically very impressive.



80%





Palming off is a vital part of the line out. (It is also a vital part of journalism, ie "Of course. The captions will be fabulous".)

With an expert series of jinks, Nettles leaves the Welsh pack standing. It's another try for England! (Curse the English.)

World Class Rugby – Five Nations

Everyone knows the story behind rugby. It was invented by some fool at public school, it's played by men with odd-shaped balls and has traditionally been confined to the playing fields of high schools, where socially maladjusted teachers encourage freezing first-years to beat the hell out of each other in the name of sportsmanship. It is a documented fact that no English person, above the age of 14, and who isn't a masochist, plays rugby. Those who feel the need to 'scrimmage', 'maul' and 'ruck' in several feet of mud should either take a course of expensive therapy, or else play a computer simulation of rugby. And – hey! – here comes a rugby simulation right now.

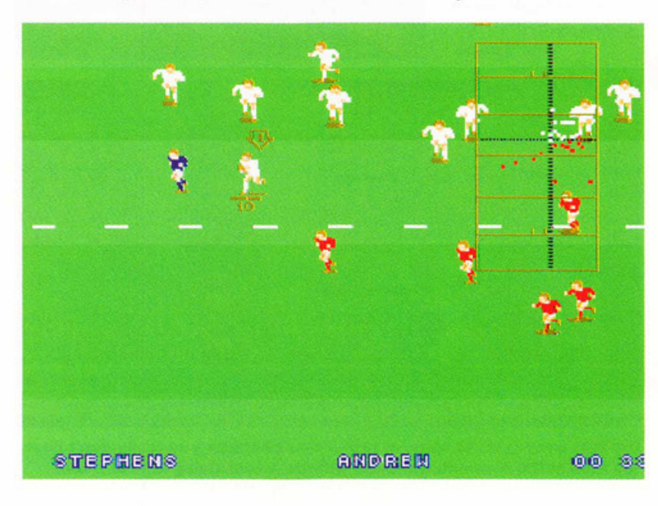
Boots, brains and bashing bits

In *Five Nations Edition* you can take part in both the World Cup and the Five Nations Championship. Both competitions are pretty similar, consisting of a number of large men leaping at each other. Before you can take part in either contest, or indeed in a practice friendly match, there's the usual rigmarole of clicking on endless option icons. You can fiddle about with the condition of the pitch, the wind speed, the length of the match, the pitch perspective, the action replays, the more obscure rules, the strip colours... well, you know the sort of thing.

The more interesting options involve the players themselves. In best management tradition, each player has a set of statistics that determine just how beefy and fleet of foot he is. You can alter these in any number of thrilling ways, or switch them off altogether so that, to coin a phrase, all men are created equal. Fiddled to your heart's content? Right, onto the game itself. This is standard *Kick Off*-ish fare, with lots of fast scrolling and computer-controlled action. By pressing fire you switch control to the player nearest the ball, and a little roving dot in front of the sprite shows the direction any pass or kick will be made in. The inevitable flashing arrows that identify which player you're controlling tend to get lost when the game heats up. A neat-but-ultimately-too-small-to-be-of-real-use radar flashes away in a corner of the screen, showing the swarming dots of your team-mates.



Suddenly, it began to snow. Great grey drifts soon formed, so the teams practised their formation stomping instead.



Tis a fine game, rugby. Yes it is. Where else could you have the opportunity of meeting new, hefty friends and have them jump on your head?

Gameplay is a case of hurling yourself at the chap who is carrying the ball, then legging it away before the others get a chance to realise what has happened. An impressively sneaky feature is that you have to pass the ball to gain any ground – if you try to run straight up the middle, your player gets rapidly tired and slows down to a mere jog.

World Class Rugby forces you to think strategically, which is a bit of a mixed blessing. On the one hand it makes for a more involved game, because you have to keep track of where your players are, so that you can pass to the best possible position. On the other, not being able to nip off to where the fancy takes you slows down the action somewhat. The fact that every single tackle seems to result in a time-consuming scrum doesn't help the pacing of the game either.

But then again...

On the flip side, some of the cleverest bits of the game occur when the ball is not actually in play. In dead ball situations, a set of pre-arranged moves pop up on screen. You select which manoeuvre that you want your chaps to execute, then just sit back and watch them rush purposefully about. When you see an opening, you bash the fire-button and take control of the ball-carrier again. Cunning, dashed cunning.

Summing up in the traditional last-paragraph fashion, I'd say that *World Class Rugby – Five Nations Edition* is a fun little game. If you think you can cope with the jerky pacing and the sometimes confused graphics, there's plenty for you to get stuck into. A quiet, little success, methinks.

Jon Pillar

World Class Rugby
Audiogenic ■ £29.99

- Fun dashabout rugger game with some nicely integrated strategy elements.
- Lots of hefty computer opponents, but best with two players - especially as you can both play on the same team.
- Stop-start action tends to spoil the flow of the game. It's not a rugger fan's *Kick Off*.



RICOH PCL5 LASER PRINTER

Ricoh UK Ltd is part of the worldwide Ricoh Group of companies, originally established in Japan, in 1936. With a turnover of over $5 billion and 37,000 plus employees, Ricoh has been producing computers and peripherals since 1971. They are renowned in the industry as pioneers in the field of Office Automation Equipment and have won many awards for outstanding industrial design. Ricoh have employed all their expertise to produce a 'first' in laser printers for the worldwide market, the LP1200 with FLASH ROM.

Fully HP LaserJet III™ compatible, the new LP1200 laser printer employs industry proven laser technology. Unlike LED page printers, which use light emitting diodes, the LP1200's laser lightsource, focussed by high quality lenses, is able to produce the most accurate and intense printed images. It has 2Mb of RAM built-in and requires no additional RAM to print a full A4 page of graphics. Its fast, efficient processor and engine, together with straight paper path design, allows printing at a full 6 pages per minute. Unlike its competitors, this advanced laser engine enables the LP1200 to address a range of print resolutions up to 400dpi. A printer driver is scheduled for release in late April, to enable the Ricoh LP1200 to print at 400dpi from Windows 3.

Again, unlike the competition, the LP1200 includes a powerful document description language as standard. This language, 'LAYOUT', offers unique opportunities to develop custom-made printing systems. In particular, forms and document templates can be designed and stored electronically in the LP1200's unique FLASH ROM, alleviating the need for pre-printed forms!



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See how the Ricoh LP1200 compares to its Laser Printer Competitors

FEATURES	EPSON EPL4100	HP LASERJET IIIP	MANNESMAN TALLY MT904+	RICOH LP1200
Average Street Price (*expected)	£569	£699	£699*	£699
Official RRP	£945	£1,179	£1,099	£1,195
Maximum resolution in dots per inch	300x300	300x300	300x300	400x400
Windows 3 Driver @ 400 dpi (April)	-	-	-	YES
Print Speed	6ppm	4ppm	4ppm	6ppm
Straight Paper Path	YES	-	-	YES
PCL 5 Printer Command Language	-	YES	YES	YES
HP-GL/2 Vector Graphics included	-	YES	YES	YES
Resolution Improvement/Enhancement	YES	YES	YES	YES
Full A4/300 dpi graphics with standard RAM	-	-	-	YES
Warm Up Time	<45 secs	<60 secs	60 secs	45 secs
First Page of Text Output	<20 secs	<40 secs	34 secs	<15 secs
Document Description Language included	-	-	-	YES
Flash ROM	-	-	-	YES
Upgradable Firmware	-	-	-	YES
IC Card Slot	YES	-	-	YES
Scalable Resident Fonts - in HP LJ III Emulation	-	8	8	8
Resident Bit-Mapped Fonts	11	14	14	14
AGFA Intellifont Scalable Font Technology	-	YES	-	YES
HP LaserJet III Emulation Included	-	YES	YES	YES
EPSON FX Emulation Included	YES	-	YES	YES
IBM ProPrinter Emulation Included	-	-	YES	YES
Standard Tray Capacity	100	70	100	100
Protective cover on standard tray	YES	-	YES	YES
Cost per copy*	1.65p	2.00p	1.71p	1.65p
Min-Max Paper Weight in gsm	60-157	60-105	60-120	60-157
Able to print on OHP Film	YES	YES	YES	YES
Able to print on card (157gsm - Manual Feed)	YES	-	-	YES
Auto Sensing on Parallel and Serial ports	YES	-	-	YES
Standby -Noise Level	<40dB	31.7dB	<35dB	<38dB
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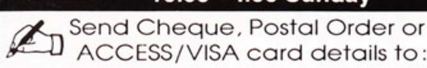


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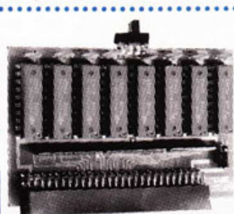
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☆ CONVENIENT ON / OFF MEMORY SWITCH ☆ AUTO-RECHARGING BATTERY BACKED REAL-TIME CLOCK ☆ COMPACT, ULTRA-NEAT DESIGN

'A500 PLUS' 1MB RAM UPGRADE

THE *FASTEST* AND EASIEST WAY TO UPGRADE YOUR A500+ TO 2MB RAM!
Simply Plugs into trapdoor expansion area ☆ Increases total RAM capacity to 2Mb 'ChipRAM' ☆ RAM On/Off Switch ☆ Compact unit size ☆ Only 8 low power RAM IC's ☆ High reliability

ONLY £42.99



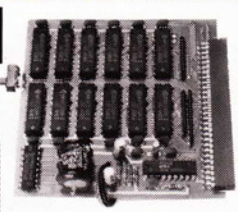
1.5MB RAM BOARD

UPGRADE TO 2MB FOR ONLY £79 !

Fully populated board increases total RAM in A500 to 2Mb! ☆ Plugs into trapdoor area, & connects to 'GARY' chip ☆ Includes Battery-Backed Real-Time Clock ☆ Socketed RAM ICs on 512K / 1Mb Versions

Unpopulated RAM board with clock................ £ 34.95
with 512K installed.....£ 54.95 with 1Mb installed.....£ 69.95
RAM Board with 1.5Mb FASTRAM installed .... £ 79.00

N.B.: The expansion board requires Kickstart 1.3 to operate - Kickstart 1.3 upgrade available from us for £29.95



'MEGABOARD'

With our MEGABOARD, you can further expand your A500's memory to *a total of 2MB* ***without*** disposing of your existing 512K upgrade (must be 4 x RAM-chip type, or not exceeding 9cm in length).

CONNECTS TO YOUR 512K RAM UPGRADE TO GIVE 1.5MB

ONLY £54.99

MEGABOARD needs Kickstart 1.3 to operate (Kickstart 1.3 upgrade available from us for £29.95). Installation requires connection to the GARY chip. Easy to follow instructions provided.

A500 EXTERNAL 8MB RAM UNIT

NEW



☆ Very low power consumption
☆ Styled to match the Amiga
☆ Throughport for further expansion
☆ RAM access LED & RAM test/run switch
☆ Optional PSU (allows Amiga to power other devices)
☆ Available fitted with 2Mb, 4Mb or fully populated with 8Mb

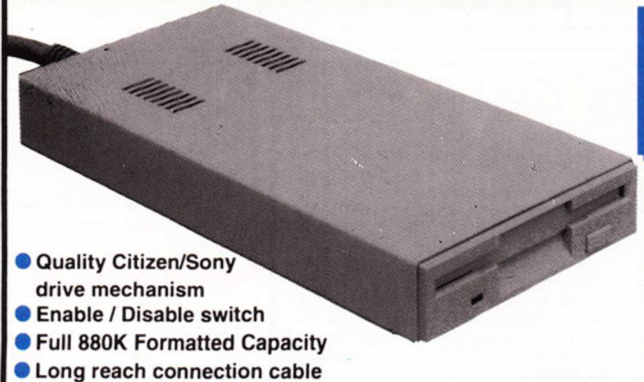
Incorporating the latest 'ZIP' DRAM technology, our new External Memory Upgrade allows the A500 / A500+ to be upgraded by up to a further 8Mb of auto-configuring FASTRAM.

N.B. Any memory fitted to this unit is in addition to that on your machine already, to a maximum of 8Mb.

With 2MB fitted...£119.99 with 4MB...£179.99 with 8MB...£289.99

PARTIALLY POPULATED UNITS EXPAND TO 8MB WITH 2MB MODULES, AVAILABLE SEPARATELY AT ONLY £89.99 PER 2MB • OPTIONAL POWER SUPPLY £14.95

3½" EXTERNAL FLOPPY DRIVES

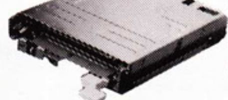


AMAZING LOW PRICE !
£47.99
including VAT & delivery

- Very quiet
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- Suits any Amiga
- Cooling vents
- Sleek, high quality metal casing
- Throughport facility for addition of further drives

- Quality Citizen/Sony drive mechanism
- Enable / Disable switch
- Full 880K Formatted Capacity
- Long reach connection cable

REPLACEMENT A500 INTERNAL 3.5" DRIVE KIT



Fully compatible, with 1Mb unformatted capacity. Straightforward installation procedure. Kit includes full fitting instructions.

ONLY £39.99

ZY-FI amplified stereo speakers

REALISE THE TRUE SOUND POTENTIAL OF YOUR AMIGA WITH THIS PAIR OF FULL RANGE SPEAKERS !



Your Amiga produces fine quality hi-fi stereo sound. Enjoy quality stereo sound reproduction *to the full* with this specially designed, great new twin speaker system! Features reflex ported speaker design with 3 separate drivers in each unit, and incorporates a built-in amplifier with adjustable volume control. Runs from PSU (supplied) or from batteries (not included). *Speaker Dimensions 248x93x125mm (HxWxD)*

ONLY £39.95

TOP VALUE 400dpi HANDY SCANNER

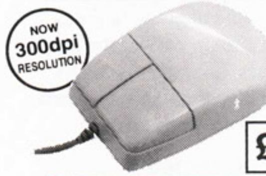
QUALITY SCANNING - AT THE RIGHT PRICE !

Representing outstanding value for money, this package combines *top quality* scanning hardware with the latest version of the distinctively powerful *DAATASCAN PROFESSIONAL VERSION 2* software.

At a genuine 400dpi scanning resolution, this new scanner produces truly superb quality scans. Has a full 105mm scanning width, variable brightness control and 100 / 200 / 300 / 400dpi resolution. **Daatascan Professional Version 2** scanning *and* editing software allows real-time scanning in either line art or in up to 64 simulated grey scales. Provides powerful editing features and excellent compatibility with most DTP and Paint Packages, eg. Deluxe Paint 4, Touch-Up.

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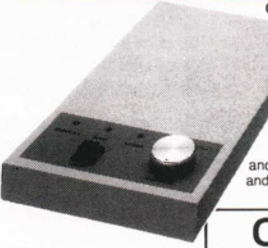


WE GUARANTEE that this is the smoothest, most responsive and accurate replacement mouse you can buy for the Amiga. Excellent performance, now with a 300dpi resolution. Amazing new price!

£16.99 SATISFACTION GUARANTEED

GOLDEN IMAGE OPTICAL MOUSE Amiga/ST compatible - excellent travel+accuracy assured. **NEW LOW PRICE!.. £ 29.00**

ROCGEN GENLOCK MK.II



OFFERING EXCEPTIONAL VALUE FOR MONEY, this fully compatible GENLOCK adaptor offers levels of quality, function and sophistication not normally available in this price category. Special features include the ability to record graphics & animations on video recorders and overlay graphic and text onto video. Capable of smooth and stable fading and overlaying effects with special tuning knob.

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NEW! 'ROCGEN PLUS'

Compatible to any Amiga or Commodore CDTV, this NEW Genlock Adapter provides Advanced Special Effects and Performance Features without sacrificing user-friendliness!

New Special Features include: Dual Dissolve control knobs providing freely adjustable degrees of overlay or invert (keyhole) effects; Auto Video pass-thru; extra Video throughport for separate line monitoring; RGB pass-thru for real-time editing of Amiga graphics; plus Key-In port for use with an external keying device.

ONLY £129.95

PHILIPS 15" TV/MONITOR



With its dedicated monitor input, this model combines the advantages of a high quality medium resolution colour monitor with the convenience of remote control Teletext TV - at an excellent low price ! Features dark glass screen for improved contrast, plus full range 3-way speaker sound output.

£269.00 Including VAT, delivery & cable

Philips CM8833 Mk.II Monitor (Genuine UK version) inc.cable, 'F19' Flight Sim. game & 1 Year on-site maintenance........ £ 219.00

A590 ADD-ON HARD DRIVES

A590 OWNERS! Expand your hard disk storage further with one of our add-on, externally cased SCSI Hard Drives, with 25ms autoparking NEC mechanisms and separate power supply. Plugs into the socket provided on the rear of the A590 unit.

External 40Mb SCSI Drive cased with PSU to directly add-on to the Commodore A590	£ 249.00
External 100Mb SCSI Drive cased with PSU	£ 399.00

AMIGA 500+ SPECIAL OFFERS

A500+ CARTOON CLASSICS PACK

INCLUDES 3 BRILLIANT CHART-TOPPING GAMES !!!

TOP VALUE PACKAGE INCLUDES :
- NEW 'AMIGA 500 PLUS' with 1Mb RAM, 1Mb Drive, Kickstart 2, Workbench 2, TV Modulator, Mouse, etc.
- 'DELUXE PAINT III', PLUS: 'LEMMINGS' *(top seller!)* 'CAPTAIN PLANET' 'BART SIMPSON vs. THE SPACE MUTANTS'

IT'S COOL MAN!

£349.99

2MB CHIPRAM VERSION £379.99

'CARTOON CLASSICS EXTRA' PACK

GAZZA limps to Evesham Micros in our brilliant value Classics Extra Pack!

TOTAL OF 22 MEGA GAMES !

Features Amiga 500+ *'Cartoon Classics'* Pack as detailed above, plus Virus Protector, Mouse Mat, Top Quality Joystick *plus* 19 FABULOUS GAMES including : -

'GAZZA 2', 'CARDIAXX', 'SUBBUTEO', 'Battle Squadron', 'NIGEL MANSELL', 'ASTERIX', 'Tracksuit Manager 90', 'Under Pressure', 'High Steel', 'The Ball Game', '20,000 Leagues Under The Sea', 'Diet Riot', 'Night Walk', 'Block Alanche', 'Better Dead Than Alien', 'Treasure Trap', 'Lost'N'Maze', 'DiskMan', 'Tank Battle' *AND....* 'Text Plus' spellchecking wordprocessor and 'Scalc' spreadsheet

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2MB CHIPRAM VERSION £399.99

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A590 512K RAM Upgrade	£ 29.95
A590 1Mb RAM Upgrade	£ 59.95
A590 2Mb RAM Upgrade	£ 99.95
Amiga 1500 Starter Pack (1Mb RAM, 2x3.5", Colour Monitor, 'DPaint 3', 'Platinum Works', 'Home Accounts', 3 x Games, etc)	£ 829.00

NEW! A500+ ROM SWITCHER

SWITCHING BETWEEN VERSIONS OF KICKSTART ON YOUR A500+ IS EASY WITH OUR NEW ROM SWITCHER!

You *can* improve software compatibility on your A500 Plus! By fitting our ROM switcher, you can alternate between the Kickstart 2 already resident and another version of Kickstart ROM chip, giving you the freedom of choice. Fitting is very simple indeed, and requires *no soldering* or special technical knowledge. Fitting allows two methods of switching; either by keyboard reset, or by an external toggle switch. **N.B. Kickstart ROM not supplied.**

ONLY £24.95

Kickstart 1.3 ROM supplied separately for above ....only **£29.95**

NEW! RocHARD HARD DRIVES

***HIGHLY RECOMMENDED* IN THE MAY ISSUE OF *AMIGA SHOPPER*, THESE NEW HARD DRIVES ARE FITTED WITH HIGH SPEED, TOP RELIABILITY SCSI HARD DISK MECHANSISMS.**

Very Fast & Reliable • Cooling Fan • Capacity for up to 8Mb of addtional Amiga RAM expansion • External PSU • Game Switch • Easy Installation

RocHard Hard Drive with **40Mb** SCSI Drive fitted	£ 349.00
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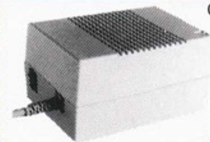
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High performance trackball, directly compatible to any Amiga or Atari ST. Plugs into mouse or joystick port. Super-smooth and accurate - you probably won't want to use a mouse again after using this Trackball ! Full one-handed control. Top quality opto-mechanical design, giving high speed and accuracy every time. No driver software needed !

ONLY £29.95

REPLACEMENT A500 PSU



Genuine Commodore Amiga A500 type replacement Power Supply Unit. Good quality 'switch mode' type. Super low price!

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STEREO SOUND SAMPLER

Offering full compatibility with almost any Amiga audio digitiser package, our Sound Sampler features excellent circuitry, yielding professional results. The main A/D converter gives a digitising resolution of up to 50KHz, with a fast slew rate. Two phono sockets are provided for stereo line input, plus an option for microphone. Adjustable gain is achieved with built-in control knob. Complete with public domain disk containing sound sampling applications / utilities.

ONLY £29.95

MIDI INTERFACE

Our fully compatible, high quality MIDI interface connects directly with the Amiga serial port and provides IN, OUT & THRU ports for good flexibility. Features LED indicators on each port for

ONLY £19.95

VIRUS PROTECTOR

Our compact Virus Protector fits easily to the Port of the last disk drive in your Amiga system, protecting all internal and external drives from boot block viruses. Incorporates a switch to enable or disable the protection facility.

ONLY £6.95

VIDI-Amiga video digitiser package inc. VIDI-Chrome	£ 110.00
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VIDI-RGB colour frame generation kit from B&W images	£ 64.95
Kickstart 1.3 Upgrade	£ 29.95
Amiga 500 Dust Cover	£ 4.95

PRINTERS

Prices Include VAT, Delivery and Connection Cable



EVESHAM MICROS STAR PRINTERS INCLUDE 12 MONTHS ON-SITE WARRANTY

STAR LC20 9-Pin Printer

NEW SUCCESSOR TO THE STAR LC-10, WITH MANY FEATURES AND A FASTER PRINT SPEED



Providing superlative paper handling, four excellent NLQ fonts and a new super-fast print speed of 180cps in draft and 44 cps in NLQ, the LC20 appropriately supercedes the phenomenally successful LC10 !

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Star LC 200 9-Pin Colour, 4 fonts, 180/45cps	£ 199.99
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NEW! Star XB24-200 COLOUR 24-pin, 80 col. power printer	£ 369.00
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Citizen PRODOT-24 COLOUR

Professional 24-Pin COLOUR Printer

PROFESSIONAL 24-PIN COLOUR PRINTER - AT A BUDGET PRICE!

☐ Highly versatile letter quality printer ☐ 200 cps output in draft, 66 cps in LQ mode (5 true letter quality fonts) ☐ Full control from front panel ☐ Graphics res.360 x 180dpi ☐ 2 Year Manufacturers Warranty

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Panasonic KXP1123 good value 24-pin model	£ 215.00

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Kind Words 2	£ 37.95
Protext V5.5	£ 120.00
Digita Home Accounts V2	£ 49.00
Deluxe Paint 4	£ 79.99
Deluxe Video 3	£ 84.95
MR Backup	£ 29.95
AMOS	£ 37.50
HiSoft Lattice C	£ 199.00
GFA BASIC V3	£ 39.95
GFA BASIC Compiler	£ 34.95
Devpac 2.15	£ 44.95
Disney Animation Studio	£ 69.95

MEMORY EXPANSION

SUPRA 500RX Manufactured out of Albany, U.S.A. SUPRA offer the ultimate in Fast Ram expansion units.

Built to the highest technical specifications they offer full auto configuration and quick easy fitting onto the side expansion port.

8 Mb pop to 1 Mb*..........£99.99
8 Mb pop to 2 Mb*..........£124.99
8 Mb pop to 2 Mb..........£149.99
8 Mb pop to 4 Mb..........£209.99
8 Mb pop to 8 Mb..........£309.99

*Populated using 256 x 4 Zips,a cost effective way of expanding your system if you are unlikely to require additional expansion greater than 2 Mb. The other configurations use 1 x 4 Zips, a more expensive chip but you are able to expand easily right up to 8 Mb.

PHOENIX A500 Plus
2 Meg RAM Upgrade Modules



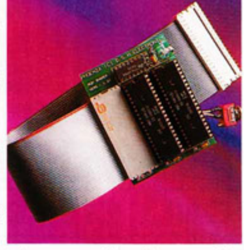
PHOENIX RAM Modules will expand your chip RAM up to 2 Mb using the trapdoor expansion port.

Chip RAM is required to unleash the full graphics capabilities of the Amiga 500 Plus. If you are running out of memory or just thinking of expanding your Amiga 500 Plus system then upgrading has never been cheaper. Designed and built to exacting standards in the U.K. all our boards carry a full 2 year no quibble replacement guarantee.

PHOENIX 1 Mb Fully populated RAM board.......£39.99
PHOENIX 1 Mb unpopulated RAM board..........£16.99

PHOENIX Kickstart ROM Sharer

Because some older games and business software will not run on the new Kickstart 2.04 ROM.



PHOENIX have designed a sharer for both ROM chip sets. Switchable between 1.3 and 2.04 you can get all the benefits of the latest A500 Plus without the drawback of losing your old software. Fits all Amiga 500/1500/2000.

Kickstart ROM Sharer..........£24.99
(ROM Chips not included)
Kickstart 1.3 ROM..........£29.99
Kickstart 2.04 ROM..........£44.99

If you're upgrading your Kickstart 1.3 Amiga to 2.04, then you may encounter problems if your machine has a revision 3 or 5 motherboard. Not if you use the new Rev 3/5 PHOENIX ROM Sharer. Fits just as easily and is ready to accept the 2.04 chip without the hassle of any tricky motherboard modifications you may have to make.

Kickstart Rev 3/5 ROM Sharer..........£27.99
(ROM Chips not included)
NEW! Keyboard Switchable ROM Sharer..........£34.99

NEW

PHOENIX PRODUCTS

Continuing in our pursuit of excellence, Phoenix are proud to announce the release of a brand new range of Amiga peripherals including:

Stereo Sampler..........£34.99
(inc. **FREE** sample editing software + audio lead)

Pro-Midi 2 Interface..........£24.99
(inc. **FREE** midi lead)

Mouse/Joystick Switch..........£13.99
Computer/Video Scart Switch..........£19.99

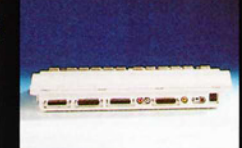


NEW

AMIGA 600







A 600..........£384.99
(including software bundle)
A 600 HD..........£484.99
(including 20 Mb Hard Drive)

Phoenix are pleased to announce the arrival of the eagerly awaited A600. With its modern compact semi portable wedge shape design, the new 600 comes with the following features as standard:

- **1Mb of RAM as standard (expandable)**
- **Kickstart/Workbench 2.05**
- **Built in TV modulator**
- **Standard smart card slot**
- **Trapdoor expansion port**
- **2 x joystick/mouse ports**
- **Optional internal IDE hard drive**
- **State of the art surface mount technology**

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AMIGA RELEASE 2

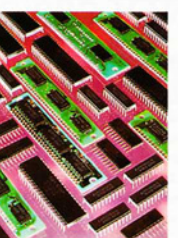


The long awaited Upgrade kit for 1.2/1.3 owners from Commodore has finally arrived and is selling fast.

We have managed to secure one of the largest stocks of this product in the whole of the UK.The package comprises 2.04 ROM chip, all Workbench software (Install disk, Workbench 2.04 disk, Fonts disk and Extras disk.) a huge fully bound highly informative instructional/technical manual covering every aspect of the 2.04 operating system plus an additional "Getting Started" manual, a step by step guide to Workbench 2.04. This is the essential upgrade kit direct from PHOENIX. Please note that due to the excessive weight of this item, we have to charge £2.50 P+P on all orders.

NOW IN STOCK..........£89.99

CHIPS



PHOENIX have bulk buying power which means that prices frequently change. These prices are accurate at the time of going to press but please call for the best deals. Quantity discounts are also available on some chips so please ask.

AMIGA CUSTOM CHIPS

Kickstart 1.3 ROM..........£29.99	Fatter Agnus 8372A..........£39.99
Kickstart 2.04 ROM..........£44.99	CIA 8520A..........£14.99
NEW Super Denise..........£34.99	

MEMORY CHIPS

4 Mb x 9 (-70) Simm...£119.99	1 Mb x 4 (-80) Zip........*£34.99
1 Mb x 9 (-80) Simm.....£29.99	*This price is for 1 Mb of RAM
256k x 9 (-80) Simm.....£12.99	256k x 4 (-80) Zip........*£29.99
256k x 4 DRAM..........£3.49	*This price is for 1 Mb of RAM

These chips cover practically every popular memory expansion or Hard Drive system on the market for the Amiga ie. GVP, SUPRA, MICROBOTICS, COMMODORE etc.

RING OUR TECHNICAL HELPLINE IF YOU NEED ADVICE

HARD DRIVES

PHOENIX are pleased to offer the stunning range of GVP IMPACT SERIES II Hard Drives, the fastest Hard Drive/Controller for the Amiga.

Features Game Switch, external SCISI port, FAAASTROM SCISI Driver, GVP's custom VLSI chip and internal RAM expansion up to 8 meg! All units use high specification fast access QUANTUM Hard Drives.

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Series II 52 MEG Hard Disk and RAM card..........£279.99
Series II 120 MEG Hard Disk and RAM card..........£419.99
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EXTRA MEMORY FOR ALL GVP ONLY £29.99 PER Mb !

VIDEO

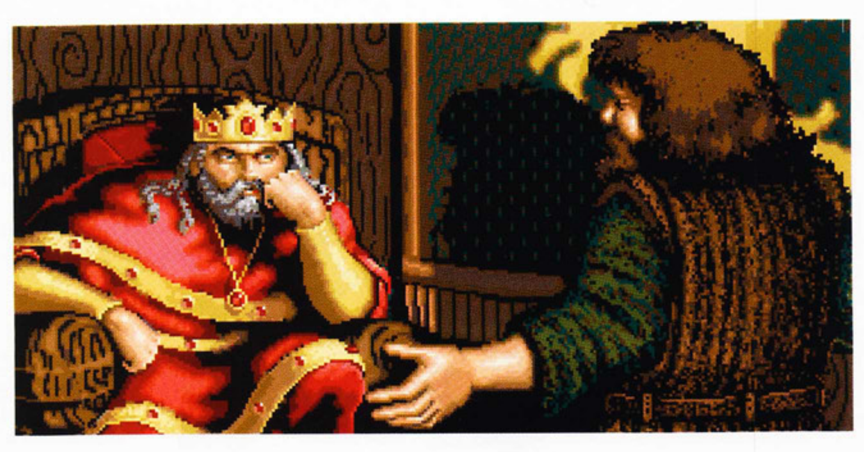
ROMBO-Complete Colour Solution..........£84.99!
Amazing Price Reduction!

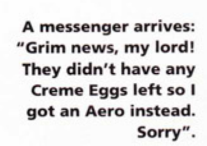
ROCTEC have established themselves in the computer peripherals market as makers of high quality products and their genlocks are no exception.

ROCGEN Plus..........SPECIAL OFFER-ONLY £129.99
Quality features and performance. Recommended.

Castles






A messenger arrives: "Grim news, my lord! They didn't have any Creme Eggs left so I got an Aero instead. Sorry".

For a moment, imagine you're a lord of the manor, in the 12th Century and you are looking for somewhere to live. Do you choose: a) a small brick building on the outskirts of a village, replete with your own privy, or b) a sodding great brick building which virtually is a village, replete with en suite privies in every chamber?

Castles begins just after you've chosen b). To wit: you must design, build and ultimately defend your very own castle.

The designing bit is easy. Having chosen a suitable bit of land, you're presented with a plan view upon which you can lay various components of the castle: towers, wall segments (of varying thicknesses) and of course a gate. The only restriction is that you can't change a wall's direction without sticking in a tower to support it.

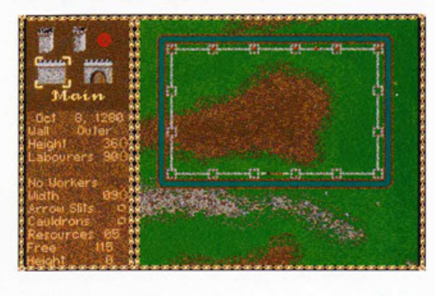
New castle

Once your design is OK, you need to hire some labour. There are seven categories of labourer available, such as diggers and masons, and it's down to you to hire the right mix of workers to get the castle cracking. They're all important in their own way.

Next you need to assign each section of your blueprint a number of labourers. Then off they trundle, collecting raw materials, sawing wood, breaking stone and lo and behold, there in the 3D view, your castle begins to grow.

There's another problem here. It's impossible to build a wall segment more than four-feet taller than either of its adjacent segments, because it just won't stand up. Thus if you start building mid-wall the workers will soon stop with the message "Unstable", forcing you to build up the side segments before you can continue. While all this is going on it's wise to hire some military – because sooner or later your prize castle is going to be attacked. There are two sorts of military, archers and infantry, and they need training if they're going to be any good in battle. Food, too, is a good buy. If you're sieged by the enemy, a good scran is a damn handy thing to have about. Bear in mind, though, that it's far cheaper just after the harvest and very expensive in the spring.

You don't get anything for free; your labourers need wages, as do the military, on top of the food and supply costs. Your only source of income is taxing your subjects; if you're short, you can bump up the rate, but then there's the risk of having a mob of peasants coming round to, er, complain. You can always contact your treasurer for advice.



The wall segment over by the right tower has just collapsed and is being rebuilt. You just can't get the labour, can you?

Got the moat, got the military in position, got the Twiglets... trust the enemy to be fashionably late.

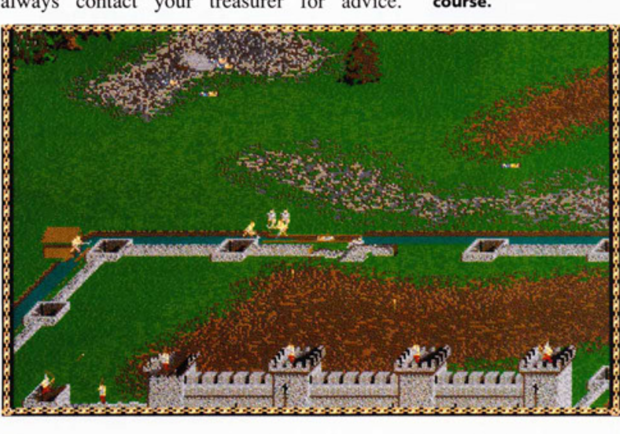


Advice is available, on how you stand with the plebs, from Sir Richard of Westhampton, a reliable man who tells it like it is.

Roy castle

Just as your castle is coming along nicely you're attacked. By what depends on whether you chose to play the game in the real world, in which case it's usually berserk Celts, or in a fantasy world, when it's generally ogres. Either way you have a limited time to arrange your military around your castle before the onslaught. Each unit attacks the enemy closest to it, though you can direct them otherwise. If the enemy manages to reach the castle and destroy enough of it, it's literally back to the drawing board.

Occasionally you receive a messenger with news of happenings in other parts of the kingdom, and a request. For example, you might be told that Sir Richard of Norshire has completely ballsed up in battle again, and then you're given the choice of "sacking" him, sending him some money or ignoring him. Your decisions here affect your popularity with both the peasants and the church.



Having sliced their way through the infantry, the building inspectors march on relentless to inspect the dodgy damp course.

Once the castle is finished and you've fought off several thousand rampant nasties, the level is complete and it's off to the next area.

Caernarfon castle

Castles is a good example of how to make what is on paper a thoroughly dull concept come alive in practice. Designing castles is great fun on its own, but watching while they're built is almost mesmerising. The graphics and character animations are actually quite primitive, but when enough men are working away on screen at once, you really get a feeling of business. The messenger screens gradually add an element of medieval soap opera to proceedings as you follow the fortunes of your subjects, and the enemy's attacks are spaced far enough apart not to be too annoying – unlike the music.

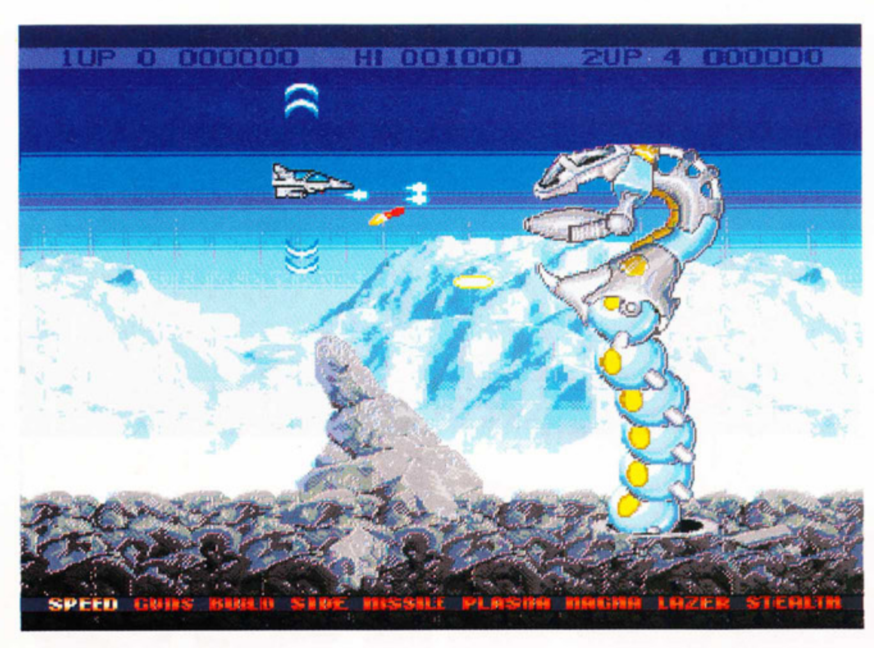
Sometimes the game becomes a little plodding when there's not much going on but castle building. You will need to set aside a couple of hours to play it properly, even with the save function. But on the whole *Castles* is innovative, well-designed, fun and built to last, in that order. Unlike en suite privies.

Ed Ricketts

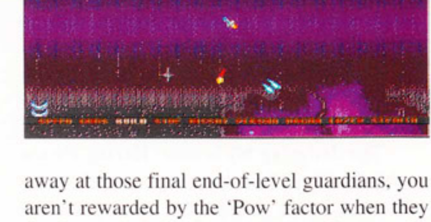
Castles
Electronic Arts ■ £25.99

- **Good tutorial in the manual eases you smoothly into this rough-and-tumble business we call castle building.**
- **Unexciting graphics but they do the job.**
- **Messenger screens provide some light relief and plenty of opportunities for you to abuse the Church.**
- **Can be somewhat drawn out – not something you'd load up for five minutes' play.**





Dramatic and colourful backgrounds are the order of the day, but don't sit around admiring the view for too long, because there's some serious alien plummeling to be had.



Certainly the best shoot-em-up to rear its head for some time. The thing you have to do here, though, is bury this ugly mother's head with plenty of fire-power and homing missiles.

Project X



All right they're bigger than you, but have you never heard that size isn't everything?



OK so you've made this sucker bite the dust, but there's still another three disks to get through.

There has been a distinct lack of high-quality scrolling shoot-em ups, the last one that really sticks in your mind was SWIV, it certainly had the entire ***Amiga Format*** offices enthralled. Even with its impressive array of add-ons, it still remained completely smooth and perfect. So, following in the likes of *R-Type 2* and *Z-Out*, Team 17 have decided to have a go at their own scrolly shoot-em-up project and they've called it 'X'.

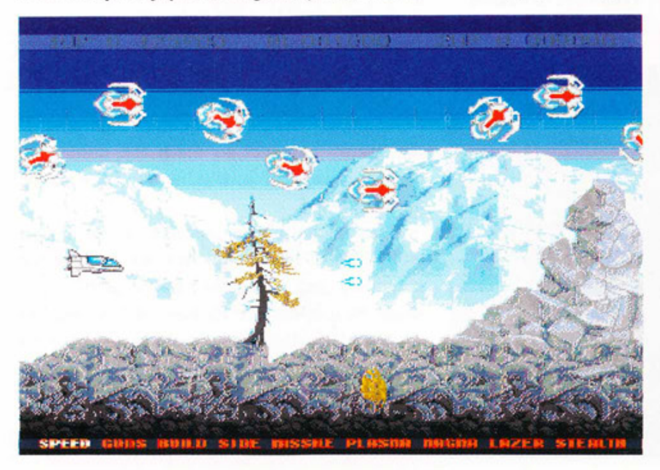
The plot is rudimentary: you take on the part of a pilot who controls a spaceship (various models, depending on your forte; speed or armoury). Your mission is to save the planet RYXX, which has been infested with the usual concoction of aliens and bad guys.

Who's got the power?

Power-ups appear as you obliterate each alien ship, these can be utilised with a depress of the space-bar or a sideways jaggle of your joystick. These are traded for various weapons: homing missiles which randomly seek and destroy, a plasma laser – yellow and deadly; sideshots are superb for zapping aliens who think they are just going to pass you by; speed – this can be a hindrance if you're not a competent pilot; magma at full power is a lethal weapon and a whole host more which will help you deplete this poor alien race. If all these power-ups aren't enough, and you crash and die, then you start off again at more or less the exact point where you just died. Unless of course you've lost all four lives then it's back to the first part of your scrolly mission.

The graphics are incredibly well drawn and create their own ambience. They do let themselves down at times though; when you've worn out your joystick fingers by hammering away at those final end-of-level guardians, you aren't rewarded by the 'Pow' factor when they finally explode in the same way that you do with games like *SWIV*.

It's no good just letting them do a ceremonial fly past. What you could do with here is some sideways power-ups.



Believe it or not, this game has four disks. Why on earth is this the case when the likes of *R-Type* seem to manage quite happily with one. Well Team 17 have aimed *Project X* at giving you VFM, so four of the blighters gives you more levels than you can shake a big stick at. After completing a level, which is no easy feat, it's time to change disks and move on to the subsequent level. The only tiresome part of the loading is the intro, which is about as interesting as a message from your cashpoint as you wait for your readies.

Mutton dressed as llama?

The more you get into the game the more you begin to notice the resemblance to *Nemesis*. The game does seem dated and although the graphics and the backdrop are pleasing, there isn't anything here that distinguishes it from the rest of the shoot-em-up crowd.

The game may enthrall you for a few hours, it certainly proved a popular blast for those in the office who were born of frustration and wanted a quick 10 minutes (which soon turned into 60) of power-ups, wild screens and mothers of all guardians to zap their way through. But, if any other decent shoot-em-up had been lying around there would be no good reason to make you plump for this one.

It would have been nice to see a simultaneous two-player mode, and maybe something unique to *Project X*. As it is, the only new thing Team 17 have brought to the genre is the longevity of the whole experience. This is no bad thing, but these days you have to do something more pioneering to make a name for yourself in this industry.

Paul Wilson

Project X
Team 17 ■ £25.99

- If you get bored of the Old Timers theme tune you can plump for the Rave tune.
- Something old and something new.
- Comes complete with four alien-infested disks, painful intro screen though.
- You certainly get your money's worth in terms of gameplay
- Plenty of lurid and ambient backdrops.



75%

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Like WOW! Heavy-duty compo or what?

Er... the bar code (ignore this bit)

Andy 'Thicky' Dyer. Writer and twonk

Steve 'Misery Guts' Jarratt. Editor and dweeb

Got a Nintendo? Then get TOTAL! Issue five is on sale right NOW!



Whip out yer leather jerkin. Roll up some stats. Practice saying things like "I come from the city of Thrang" with a straight face. It's sequel number three, and it's bigger than big.

The first foes you come across are these rather charming giant rats. Be prepared for a lot of dying and temple-visiting in these early stages – *Might and Magic* don't come easy.

Might and Magic 3 – Isles of Terra

Sequels. Love them or hate them, you can't deny that they're follow-ups to other games. *Ultima 6*, *EOTB 2*, *Monkey Island 2*: where will it end? Quite possibly, deep in the heart of *Might and Magic 3*.

Taking the view that size is important after all, *MM3* is a massive role-player that takes up, not surprisingly, where *MM2* left off. The Isles of Terra (terror – hey! nice pun) are in deep trouble, thanks to the inglorious plans of someone called Sheltem. He seems to have an irrational hatred of isles and thus desires to blow Terra away. Your job, brave stranger, is to find him and persuade him otherwise.

Reel around the fountain head

The game begins in the intriguing town of Fountain Head, where strangely enough the fountains look like heads. After visiting the inn to roll up some characters you're off on the quest. *MM3* uses the usual first-person *Dungeon Master*-esque perspective view and movement of your six-character party is achieved in the conventional way, square by square. A bank of icons allow more complex actions like resting, casting spells and viewing a map of the surrounding area.

Obviously you're not going to bump into Sheltem strolling down the road; the ultimate goal is achieved by completing many smaller sub-quests over the five islands. Wandering around Fountain Head you eventually hit upon your first quest, to free the town's founder Morphose from the Rat Overlord. This is quite a task, which involves a further sub-quest, and is a good introduction to the game's workings.

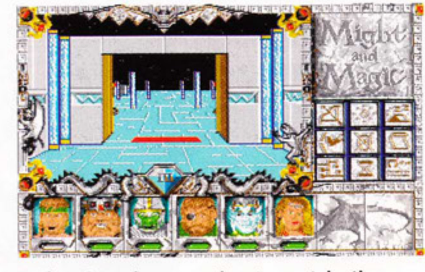


It's possible, but certainly not advisable, to leave Fountain Head and go off wandering without completing the quest. In fact you can go pretty much anywhere you like provided you've got the right objects. Towns are always good places to visit because of the facilities they offer: spells can be bought from guilds, as long as you're a member; taverns are good places from which to get clues, shops offer new weapons and armour, and there are even vaults in which you can deposit some of your gold and earn interest.

"If you've never been inclined to go for an RPG, Might and Magic 3 could well change your mind."

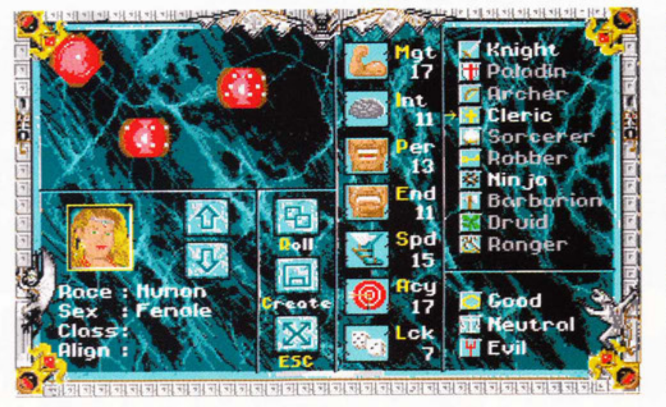


Although *MM3* isn't an official Dungeons & Dragons game it's very much based on D&D rules. Characters have races and alignments (good, bad or neutral) which affect the weapons and spells they can use, together with all sorts of stats related to their armour, weapons etc. There are plenty of chances to temporarily or permanently alter these stats through the potions and spells. Like fighting, spell use is improved through practice.



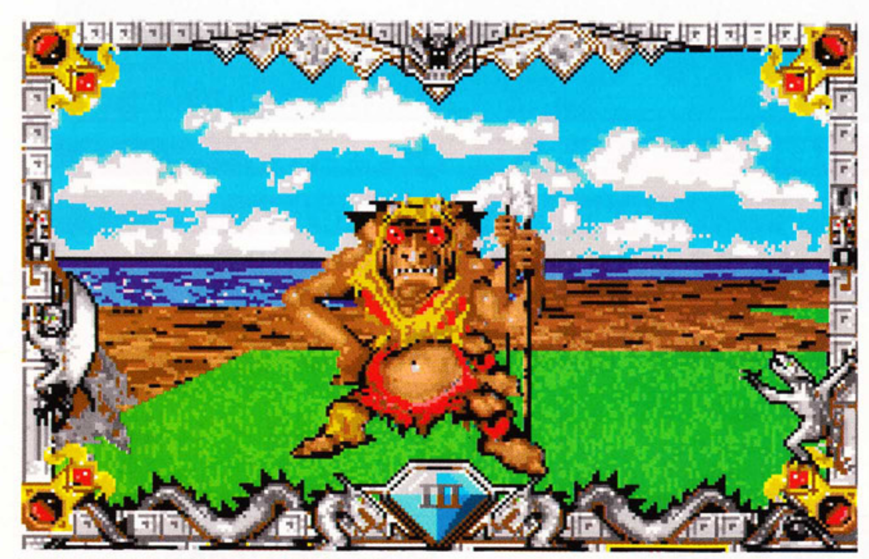
And on Saturdays our adventurers take time out for a little R'n'R.

One interesting innovation is the use of the screen decoration as warning indicators.

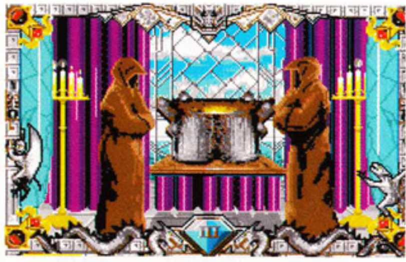




"Yes, I'll have whatever those drunken adventurers are drinking. Oh, and two rumours and a tip for my friend please." "Certainly, sir. Your tip is: you're drunk." "I'm not drunk, I'm just strangely happy."



Leave Fountain Head unprepared and you'll end up dead at the feet of all these orcs. During combat the action icons to the right change to reflect the new commands, like Cast and Quick Fight.



Welcome to the Temple Greede. For a small fee our trained priests can heal the sick, undrunk the drunken and even revive dead peeps. Faith not required, major credit cards accepted.



Dost thou wanst to gost upst a fewst levels? Well, provided you've got the experience points and the necessary cash, the training grounds are the place to do it.

Case in point: if one of your characters has the skill 'Detect Secret Passages' (which can be learnt), and you're facing a wall with said secret passage, the gargoyle at the bottom right of the screen waves his arm, so you know it's possible to bash in the wall. Other creatures around the main display animate in certain important situations. It's a small but pleasing touch.

Magic, roundabout

If you've never been inclined to go for an RPG, or if you've been disheartened by past experience, *MM3* could well change your mind. It's a huge, detailed and immensely enjoyable sprawl of a game. Graphically, it varies from the really quite good, semi-animated graphics of static screens (like the shop), to the amateurish look of the countryside scenery. The monsters won't scare you, having only two or three frames of animation each. Sound-wise there are a few standard samples and some annoying music.

The lack of stunning visuals doesn't matter. The effects are, or should be, secondary to the gameplay, and for once the gameplay is enough to keep you bashing away for ages. It's only when you look at the game map that you realise what a huge undertaking completing *MM3* is. Fountain Head alone should keep you at it for four or five hours, and that occupies a tiny part of the game world. *MM3* comes on five disks and while playing from floppy is bearable you're better off with a hard drive.

Might and Magic 3 offers genuine value for money. Perhaps now and again it leans too heavily on combat, and at other times on its lists of statistics, but on the whole it's a rattlingly good ride.

Ed Ricketts



These magical big round mirror things in the shape of big round mirrors are actually teleporters. The world is your oyster, but only if you know the name of a destination (try ARENA for starters).

MIGHT AND MAGIC
New World ■ £40.99

- Massive game that's chock full of sub-quests.
- Graphics sometimes disappointing. Great intro though.
- Hard disk or dual floppy drive required.
- Should appeal to both seasoned RPGers and newcomers and keep both going for ages.

AMIGA Verdict **82%**



If it wasn't hard enough flying under-water, there are bugs above me and a beady-eyed fish below. I hope I wake up to find it's all been a dream.



Ha! Take that in the shell, Brian. It's back to the cabbage patch for you, quisling.



Triumph and Volkswagen really missed out by not jointly producing the Stag Beetle. Still, I can take my revenge on this handsome specimen.



Apidya

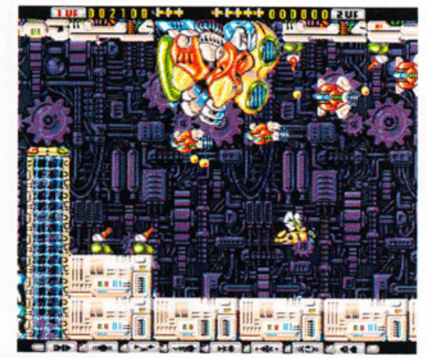


Everybody's talking about greenish shoes at the moment. Or maybe that's green issues. It's hard to tell. But never slow to jump on a bandwagon (as long as it's running on unleaded), the software people have adopted the eco-stance with alacrity.

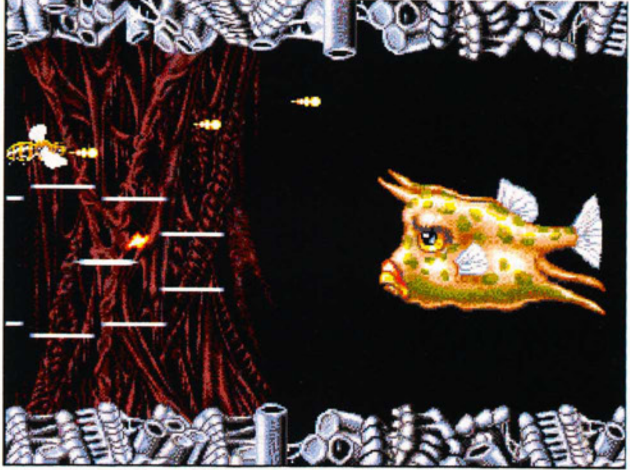
Apidya gives you a wasp to fly. And fly it you must, through five levels of heavily populated microcosmic blasting action. Yes, it's a horizontal shoot-em-up. Everything you'd expect to see in such a game is here. You start off with a single forward-firing stream of, presumably, poisonous wasp-spit. It's enough to kill the bees, midges, mosquitoes and sub-coptic mange-mites which swarm onto the screen.

Greenfly-related nightmare

As you buzz along, wiping out hordes of nasties, you are given flowers (once you've killed the right amount). Collecting these is not only a rather sweet tribute to the tiny lives you've snuffed out during your fit of insectile genocide, but they also give you extra powers.



Level four has an incredible background. All the machinery turns, pumps, grinds plus various other machine-type moves, whilst the frantic bug-hunt continues in the foreground.



Mid-level baddies are immensely tough, as you'd expect. This guppy thing also grows in stature every time you land a decent shot of him. His fire-power's not too weedy, either.

As in so many other shoot-em-ups, the collectables make you tougher and more resistant to the occasional contact with a nasty, and they give you three-way fire, huge bullets (or lumps of flob, whichever you choose) and a little drone (also punworthy) which orbits you, firing blindly into the oncoming bugs.

Of course, the payoff for all this pokiness is that you get to see some terrifyingly hard beasts. Quake in your shoes at the mere mention of the butterfly. Squeal in terror whilst trying not to think of the column of ants. Howl with ill-timed derision at the lethal snail.

This is the beauty of *Apidya*. Ordinary household pets such as bees, grasshoppers and pond-skaters are suddenly blown up to 50 times their actual size, and are doing their best to spray you with plasma-based laser death.

The game resembles a 'David Attenborough investigates the world of very small things' TV programme, but plays like *X-Out*. Storming playability combines with completely suckworthy graphics to make it an unmissable experience. And you can quote me on that.

Waterboatman massacre

The only thing that counts against the game is that it might be too tough for all but the most callous-fingered gamesplayer. Admittedly, whenever you lose a life, you do start within a few screens of where you died, but you lose all your extra power and weapons. This means that you could be stripped of about 80 per cent of your killing effectiveness. Not good when you're faced with a herd of suicidal fleas.

Time, though, will tell. The first level at least is easy to get on with, and you don't have to wait long before the completely gorgeous graphics start to manifest themselves in all their squidgy, squirmy glory.

Apidya is an excellent game. It deserves a Format Gold because, although it's a style we've seen a 100 times before, it looks so good, it plays beautifully and it's polished until it shines.

James Leach

Apidya
Blue Byte ■ £25.99

- Graphics which will make you wish you had compound eyes.
- Smooth, controllable wasp has that elusive insect feel.
- A total of five very different levels, all with unique nasties.
- Gets difficult very quickly, and once you've lost one life, you've virtually lost them all.



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Alcatraz

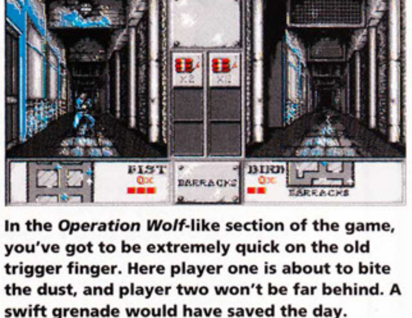
This is the deal. The year's 1996 and Alcatraz has been taken over by some nasty chaps in a drug cartel. Your job is to capture the rotten dealers, burn the drugs and blow up the laboratories. This is carried out over four levels; the approach, the entrance, the clean out and the departure.

Essentially what we've got here is a revamp of *Hostages*. The game consists of one beat-em-up section (fight with knife or gun or hide), followed by a maze-like section, some abseiling and then a swift exit. Each of these sections manages to be suitably tense as you can choose to either lay low or fight. The gloomy graphics add greatly to the sombre atmosphere and the clock in the top left-hand corner of the screen slowly ticks down your allotted two hours.

Either one or two players can play the game (simultaneously) and this is where the game really does come into its own. Each can help the other out or stand by dispassionately while they get their heads kicked in or underwear singed.

Your task is greatly helped by the number of spare weapons left lying around, although I found it extremely difficult to actually change weapons; it's meant to be joystick up, but it doesn't work too well, mainly because you have to be in hiding before swapping. There are knives, flame-throwers, rifles, machine-guns and hand grenades all lying around ready for you to use. Of these, the flame-thrower is definitely the most useful as it manages to obliterate all enemies who happen to be on screen at any one time.

There's nothing too revolutionary about this game, but the two-player option is a lot of fun. There are some very nice touches in the game particularly when it switches to an *Operation Wolf*-style environment, and these lift its lasting interest considerably. If you liked *Hostages* (the game, not the news report), check this one out.



In the *Operation Wolf*-like section of the game, you've got to be extremely quick on the old trigger finger. Here player one is about to bite the dust, and player two won't be far behind. A swift grenade would have saved the day.



Johnny Biggins gets completely confused and throw a grenade at a vicious looking wall.

Alcatraz
Infogrames ■ £25.99

- Atmospheric graphics and suitably clear sampled effects.
- Addictive and none-too-easy game.
- Changing weapons is far too much hassle.
- A very effective combination of really different game types.





Click on some icons, move around a bit and hope your number comes up – that's *Hero Quest*.

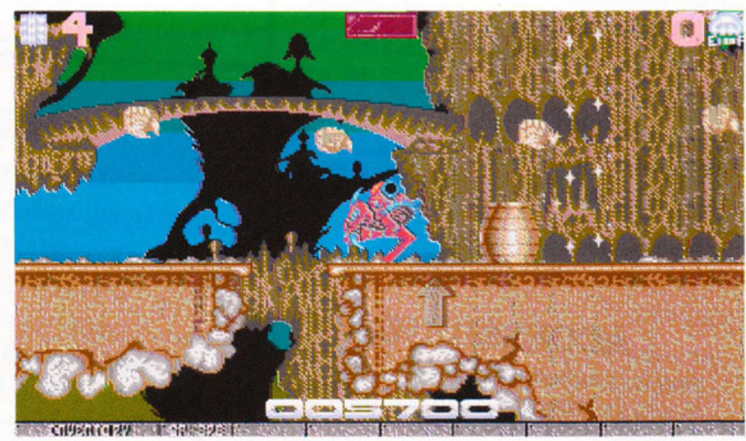
Hero Quest with Return of the Witchlord

Gremlin ■ £25.99

This RPG-for-the-masses bundle was reviewed first-time around in Issue 24, so Gremlin have had a whole year to put this data disk together. Return of the Witchlord is instantly accessible and extremely friendly. You can play by yourself or with up to four comrades, there are 24 levels and you can develop characters between games and then save them to disk. The graphics are small but smart. And those are the good points; the bad points are that everything relies on random dice throws, there's an annoyingly fiddly 2D view when you want to pick a fight, the results of battles are displayed before they're resolved, and there are no new features in the later levels.

Worst of all, it loses the board-game's best asset – you can't play the bad guys. The game's still pretty playable, especially with a group. Just don't expect anything spectacular.





Can you outwit your enemies, solve the mysteries of life and eat a whole pig without chewing? Are you... a real ork?

Ork

Psygnosis ■ £25.99

Now I really like this latest offering from those *Lemmings* peeps. Admittedly at first glance, and for the first couple of plays, it seems to be just another scrolling shoot-em-up. But as soon as you get into the feel of the game, you begin to realise that there's a helluva lot more to it.

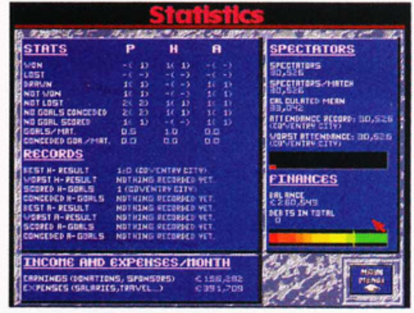
You take on the role of the ork in the title, who is a would-be captain in the space fleet. Your mission then, is to complete a number of tasks to win those all-important epaulettes. Cleverly, though, you're not told what you have to do on each level – yes I'm afraid it's a case of wandering about, blasting the wildlife and looking for objects. To be honest, the puzzles aren't exactly going to tax your brains too much, and the game will often supply an, ahem, cryptic-ish clue if you do actually get stuck.

The real fun in the game comes from discovering (a) which bits of the background you can interact with, and (b) just what the quest for the level is. The thing is *Ork* does tend to get rather frustrating at times, mainly because the bad guys are particularly tenacious and you've only one life with limited energy, but who said the life of an ork was easy? A sleeper hit.

Verdict 72%

The Manager

What this football management game has got (that every other one on the market has) is a truly bewildering range of options. In *The Manager* you can take part in every major European competition, train players up to the point of collapse and then conduct nifty deals on the transfer market to get rid of them, conduct the finances of the club.... well, any self-respecting footie management fan will know the list off by heart. So is there anything that makes this game different from all the others?



This is what the game is all about - poring intently over lists of numbers. As Kevin Toms was the man responsible for the original *Football Manager* back in 1982, I think we can lay the blame for the genre at his door.



The traditional "animated match highlights". You can't influence them in any way, yet still they remain unbearably tense and exciting. Why is this? Nobody knows.

For one thing, the presentation is agreeably polished. The friendly WIMP system ensures that playing is relatively painless – which is definitely a big plus when games can last hours. *The Manager*'s big feature, though, is the fact that you can have up to four players in the game at once. Admittedly, the level of interaction that you can have between them is fairly minimal (it's usually limited to arranging loans of players or money) but the possibility of knocking your best friend out of the Cup adds that extra edge to the game.

OK, *The Manager* probably won't make fans out of the unconverted and for all the clever presentation it's really just another juggle-the-numbers simulation glossed over. Having said that, though, it's by far the best one that I've seen. If you've got the inclination and the stamina, the game will give you months of enjoyment.

The Manager
US Gold ■ £30.99

- **Extremely detailed and subtle gameplay.**
- **It's well presented and relatively easy to pick up the general rules.**
- **You'll need lots of time and some dedicated friends to get the best out of it.**
- **At heart the game's just another collection of number lists.**





Then brave Sir Arthur turned and fled and, ermm, sent Lancelot and his mates out instead. It being a Thursday and all.

Vengeance of Excalibur

Virgin Games ■ £29.99

In which Shadowmaster steals Excalibur and the Holy Grail then buggers off to sunny Spain. Arthur is understandably upset by this and sends four knights off to retrieve his mantelpiece ornaments before they get scratched or something. You then, control these four knights on their quest to Benidorm, however unfortunately there's no option for beating the German tourists to the sunbeds. Hey, xenophobia, don't you just love it?

Yes you've seen it all before. There's wodges of disk accessing, a few pretty static screens, the odd map bit, a spot of picking things up, some mild strategy and some terrible medieval puns. There's no "Insert disk 3" here, instead you get witty little messages like "Place square medallion number four in any magic box." Do me a favour. No doubt the American market will just love this game (xenophobia again?). I however found it twee, boring and largely naff. Cut your toe nails instead.





***Agony*: look in awe at the graphics, look in vain for the game.**

Agony

Psygnosis ■ £25.99

For no reason other than plot, your character, Alestes, has been transformed into an owl. In order to prove your worthiness to succeed your wizardly mentor, you have to conquer six levels of horizontally-scrolling shoot-'em-up action, although I use the word 'action' in the untrue sense of the word.

The game's graphics are sumptuous enough and incredibly detailed, with animated parallax backgrounds and some beautiful sprite animation. No doubt the grand piano intro track is a work of art, but the crashy, staccato in-game music is, to be polite, a mistake. Sadly there's even more bad news; the gameplay just isn't there. And I don't mean it isn't quite 'there', it actually doesn't exist.

You keep your finger held down on the fire-button, waggle the joystick around and occasionally cast a spell. There's no excitement, no addictive qualities whatsoever and at the end of the day no game. You would have thought that Psygnosis had learnt its lesson after *Shadow of the Beast* and *Shadow of the Beast II*, but no, all the ironically titled *Agony* seems to be is a £26 demo that looks like a peacock but plays like a stoat.





Samurai - The Way of the Warrior

Early Samurai used to carry their lunch around in Tupperware before the horrid plastic smell put them off and they resorted to bamboo and wicker.

Impressions ■ £29.99

For one meg Amigas only, though half meg owners aren't going to miss out on much. Samurai is set (shock horror) in 16th century China, when local warlords ran the land and the samurai was the ultimate warrior. Unfortunately, in this game he's been transformed into a tactician and commander. Don't expect much in the way of blood and guts.

Typical of an Impressions game, this is stuffed chock full of all sorts of options for building up an army and moving them about to fight other armies. If you're idea of fun is to spend the first 30 minutes of gameplay, simply moving little blobby icons back and forth and then another five or ten watching them meander across a battlefield then you'll adore this game. Graphically it's fine, but I died of boredom appreciating them.

Verdict 65%



Super Ski 2

Then disaster struck. Some fool had planted red and blue flags all over the downhill course.

Microids ■ £25.99

Not quite in time for the Winter Olympics, but despite missing the band wagon here's six events, all involving high-speed descents over ice or snow. The downhill skiing gets three events (there's simple downhill, slalom and then the giant slalom) all of which involve swishing down a very steep hill and moving your little man through a series of blue and red gates. If you miss a gate then you get either a penalty point or a tree in the face, one is probably preferable to the other. Also included are ski jumping (very tricky event), the hot-dog (nope, not risking eating one, but performing twists and jumps in the air) and the bobsleigh (don't forget to jump on after you've push-started it).

The graphics are fairly simplistic and the sounds aren't exactly going to burn out your monitor's speaker, but there's definitely some fun to be had here. Your best bet is probably to get some mates around and go for the four-player option. There's nothing better than a bit of competitive spirit and this sort of game to bring out the very worst in people. Guaranteed to cause at least two head kickings and a minor brotherly beating up.

Verdict 70%

Competition Time! Competition Time! Competition Time!

Can you take the full force?

So do you fancy yourself as a bit of a hard-nut? In fact how would you like a chance to prove to the world that you're made of very stern stuff indeed? Well, to commemorate the launch of their *Special Forces* action-strategy game (check out the review on Page 57) MicroProse are offering ***Amiga Format*** readers an all-expenses-paid, weekend trip to the Acorn Activities Centre in Pembrokeshire. This challenging outdoor pursuits centre is the place where you can have a go at abseiling, rock climbing, canoeing, caving and a whole host of other strenuous, at-one-with-the-wilderness type sports.

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The Questions:

1 Which larger-than-life General led the American forces in Kuwait?
(a) Gen "Last-stand" Custer
(b)Gen "Stormin'" Norman Shwarzkopf
(c) Gen "Chris" Patten

2 What is SAS an abbreviation for?
(a) Stop and Surrender
(b) Special Army Soldiers
(c) Special Air Services

3 What is the name of the famous British pilot captured by Iraq?
(a) John Peters
(b) Peter Johns
(c) Biggles

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Special Orders

1 This competition is NOT open to employees of either Future Publishing or MicroProse. Anyone found breaking this rule will be shot as a spy.

2 Entries written on the backs of £5 notes or blank cheques will be used to buy vast quantities of alcohol and sticking plasters

3 All entries must reach us by Friday 19 June.

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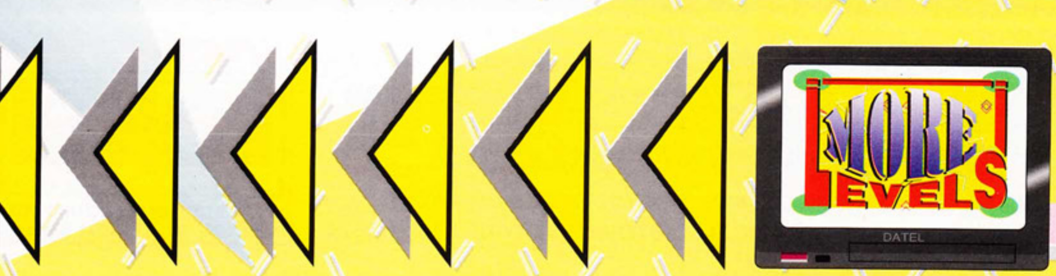
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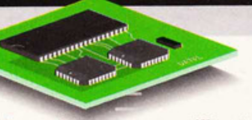
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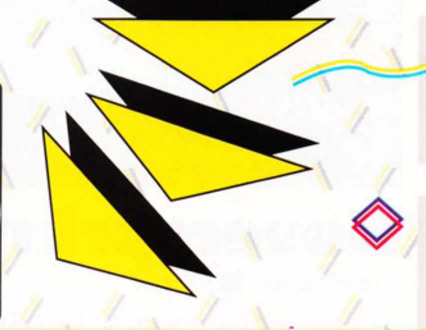








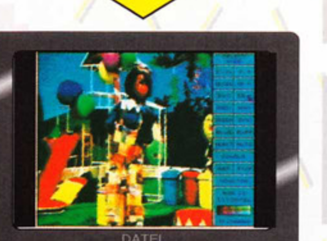




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Don't buy into zinc at the moment. Avoid trading in oil, gold or plutonium. Pull out of those mega breadhead corporations. Budget software is where all the smart money's going at the moment. As well as **James Leach**...



Erggh. Gwplff. I think I'm getting seasick. This has got to be the worst Channel crossing since Captain Webb covered himself with lard and collided with a Swedish frigate.

Hoversprint

CodeMasters ■ £7.99

It's a small step from crossing the Channel to racing around various tortuous circuits. Rather surprising that nobody has managed to come up with the idea of pitting hovercraft against each other before. Anyway, the Codies are giving you a very special, once-in-a-lifetime chance to compete in a small hover vehicle against several other, er, craft.

It's a pretty quick 3D affair, is *Hoversprint*, with a very low-down view. The hovering bits are pretty irrelevant; it may as well be in racing cars with very smooth suspension and incredibly skiddy wheels, but the 3D is certainly nicely done, and the computer opponents are no push-overs. There are 20 circuits, ranging from short and fast to long, bendy and frightening. But you only get three opponents, which doesn't make for much inter-pack jostling, and the game really does lack a gimmick (for want of a better word) which could possibly bring the whole thing alive.

In its favour, though, there is a neat RS232 link option, so you can actually race another human. And I'm sure by now, everyone must know just how much fun modem-linked games are, so this is basically the best thing I can find about *Hoversprint*.



Don't you hate drivers who hog the outside lane when there's nobody in the other two? Still, a quick shunt up the exhaust should see him right for a spell in Intensive.

Lotus Esprit Turbo Challenge

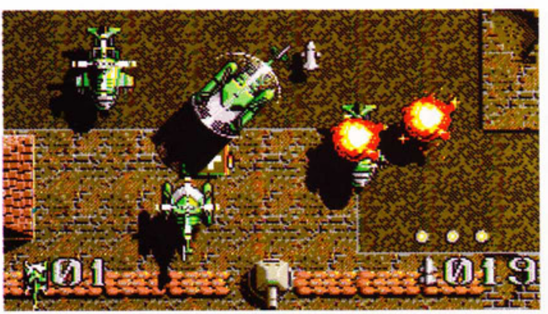
GBH Gold ■ £7.99

Lotus Challenge scored a massive 89 per cent (**Amiga Format** 17) when it was released on the full price last year. Since then, as all abiding readers will know, it's been overshadowed by racing games like MicroProse's *Formula One* which not only puts it in the shade, but positively locks it in a darkened room.

Gremlin have also released the sequel, *Lotus Challenge II*, but don't despair because you can still have immense fun with the original – but there's no four-player mode or modem link. *Lotus Esprit*, though, has quite exceptional smoothness, speed and a large number of identical Lotuses all belting round at speeds calculated to get you rather enraged.

For £7.99 (a fraction of the cost of a proper Lotus) you get a real feel for the car; you can skid the back-end out, stamp on the brakes for pit-stops and overtake your amusingly-named opponents on the straight bits. It's as addictive as driving a real Lotus (I should know. I have three).





That's "apache" explosion effect if ever I saw one! (Pun courtesy of the Chaucer Press, Shetland).

Apache Flight

Atlantis ■ £7.99

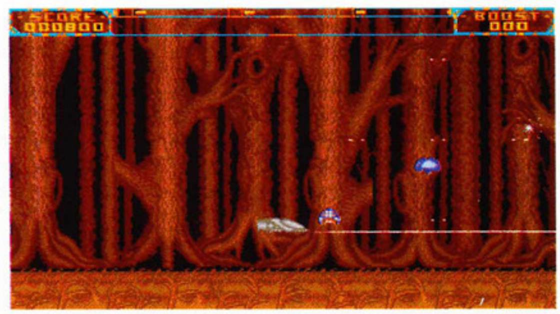
Don't be expecting a flight-sim like *Thunderhawk*. Be expecting a vertical-scroller which plays like half of *SWIV*. *Apache Flight* is a traditional blaster which sees you dodging bullets, shooting bullets and collecting more powerful bullets.

It starts off slowly, but if you plug away for long enough it gets fairly respectable. What is intensely annoying, though, is that many of the ground units that fire at you don't succumb to your return blasting.

As well as firing missiles and bombs, you need to refuel occasionally. This mundane bit of domesticity is either a welcome break from the carnage (if you're a fuel-fan) or an intrusion into the quite fast and slightly furious gameplay.

Overall, it's playable, but where's the jeep?





***Anarchy* is a good game, but it's actually about as anarchic as joining the police force and maintaining law and order in Wokingham on a Friday night.**

Anarchy

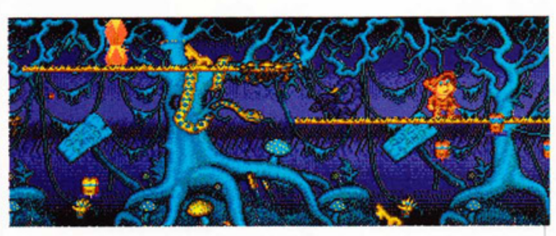
Action 16 ■ £7.99

Burn public buildings! Remove road-signs! Shout meaninglessly at policemen! Or rather don't, because it's illegal. Play *Anarchy* instead. It's a pretty decent version of that gnarled and dribblingly senile old 'fave', *Defender*.

You scroll your ship from side to side, shooting long lines at the baddies, which you've picked up on your radar. Once you've killed them all, do it again with some more (and some nicer backgrounds).

It's pretty true to the original *Defender*, but that was only good because there was nothing better at the time. Luckily *Anarchy* has been jazzed (and speeded) up sufficiently to make it rather more 'now'. If you've got to have a *Defender* game, have this one.





It's bright, it's colourful and it appears to have Andy Capp as the star. *Spellbound* dares to tackle the supernatural issues which confront us all in our daily humdrum lives.

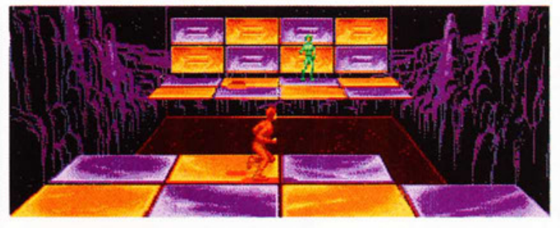
SpellBound

Sizzlers ■ £7.99

Here we have eight levels of 'mystical magic-orientated action'. This translates to mean a platform game with some colourful explosions and wiggly lines.

You play a cloth-capped figure who must rescue his master. On the way, you must collect spells and objects, kill any animals lower down the food-chain and work out various puzzles. If you believe in magic, you might be astounded. The rest of us cynics will simply see a colourful platformer which is competent, but doesn't go anywhere new. "It's got a two-player option, though!", I hear you cry. And you'd be right. How did you know?





The only sounds that the audience could hear were the grunts of the contestants and the underarm chafing of the lycra, Jill Gascoigne-look catsuits.

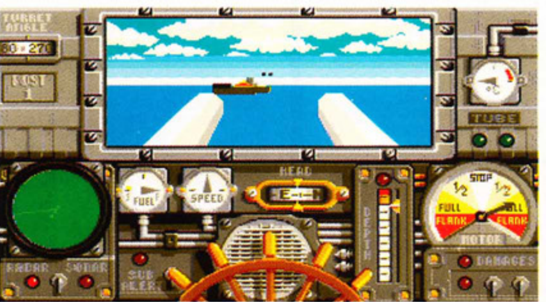
Disc

Action 16 ■ £7.99

Futuristic gladiator nonsense ahoy! A strange game in which you stand on some coloured squares and throw metal frisbees at people called Nuke, Nitro and Timothy in an attempt to murder them. The emphasis is on running around quickly, catching your frisbee and avoiding the evil frisbee of the other guy. You're not supposed to fall off the platform, either.

Strange game, this. The programmers seem to have made up for the lack of variety in the game by adding in loads of Cyberpunk *Speedball*-type stuff.

Verdict 48%



"Lady Ghislaine off the port bow, skipper." Yes, life is never dull aboard HMS Pinochet, as she majestically sinks yachts and frightens off the numerous heavily armed 45,000-ton Italian escape craft.

Advanced Destroyer Simulator

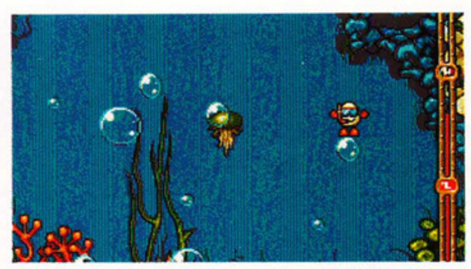
Loriciel ■ £7.99

Ideal for those who like to have a little tug in the bath, *ADS* is a 3D mini *Silent Service* sort of game. You bob around the Med, shooting unarmed Italian tankers. Then you meet a heavily-armed Italian cruiser. So you cling to a congealed lump of untreated human waste and watch your destroyer sink.

It's fast, not too difficult and rather enjoyable. Plenty of data screens, maps and 3D views and a fair bit of tactical planning. You'll have as much fun as you do in the tub.



lly. A large Compilation Corner. And it's not corner-shaped.



You can't expect an egg to be put in boiling water without some sort of psychological side-effects. Especially if you later cave his head in with a spoon and scoop out his innards.

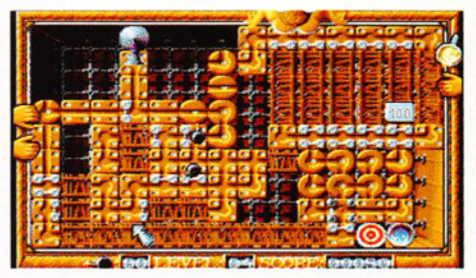
Dizzy's Excellent Adventures

CodeMasters ■ £24.99

Spellbound Dizzy is a new game in which you romp along various side-viewed screens, looking for things to help you get even further into it. The game contains hundreds of different screens. *Dizzy – Prince Of The Yolk Folk* is much the same with different (ish) characters.

Panic Dizzy is a *Tetris*-like puzzler. Different shaped things drop from the sky, and you've got to put them into corresponding slots. *Kwik Snax* is another puzzler. Finally, *Bubble Dizzy*. The egg must jump from bubble to bursting bubble to escape from a boiling underwater hell.





Their tenuous grip on reality finally gives way, and the *Boston Bomb Club* are left with a screen in which two bombs roll around various swivellable gutters.

Fantasy Pak

Silmarils ■ £19.99

Colorado is a mixture of arcade action, puzzling fiendishness and strategy headaches. You search a dim fantasy land looking for an Indian gold mine in the Wild West. Not bad, if a little dilettante. *Boston Bomb Club* is a puzzler like *Pipemania*, looks good and plays well.

Crystals Of Arborea lets, nay begs you to wander through an illuminated fantasy land, controlling your team who are after the four magic crystals of Harmony (the hairspray people). Nice graphics, stodgy gameplay and, of course, at least one evil Lord of Chaos. It's better than *Colorado I*.

Verdict 68%



There go Senna and Prost. Perhaps by travelling at 20km/h I'm erring on the side of caution. Drat. That means I'll have to engage second gear.

Grandstand

Domark ■ £29.99

Gazza's Super Soccer is the tale of one man's trip to has-beenland. It's a poor *Kick Off 2*, but it's playable and fast. Sort of like real football. *Continental Circus*. Exciting and tough, you've got to race 99 other folk around the circuits of the world. More arcade than sim.

World Class Leaderboard calms you. It's 3D golf with all the trimmings. Select your club, look at the nice graphics and try and land in the water so you can hear the amusing plop sound. It's not half-bad. *Pro Tennis Tour*. It's dead tough, but it's quick, responsive and it looks quite nice.



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GAMES

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ARCADE PACK 2 A 4 disk pack with more excellent arcade attacks withTetris, Pipe Line, Air Ace 2, Organic Horror, Gore Blasters and Escape From Jovi excellent! Code GPA3. £10.00.

BOARD GAMES 1 A mega 4 disk compilation of classic board games includes Back Gammon, Five In A Line, Chess, Tiles, Flipper, Amigo, China Challenge, Master Mind, Amiga Tration, Up and Down, Triangle and Triple YachtZ. Order Code GPA4. £10.00.

CARD GAMES 1 A 4 disk pack full of card games that includes Card o Rama, Spades, Black Jack, Solitaire X, Klondike Solitaire, Canfield, Solitaire and Cribbage. Order Code GPA5. Only£10.00.

PSL1 - SPACE BLOB is a brilliant platform cavern game. £3.00.
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PSL4 - COMPUTER CONFLICT brill speech, graphics all action arcade game. 1MB. £3.
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SMAUG 136 - TWILIGHT a car with headlamps on driving along a road in a landscape. 1MB.
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PD1 - WALKER I. Star Wars. 1Mb RAM.
PD2 - WALKER II. Star Wars. 1Mb RAM.
PD73 - STAR TREK Enterprise Dry Dock.
PD74 - STAR TREK space craft flying around in a circle.
PD76 - STAR TREK Shuttle landing on the SS Enterprise.
PD427 - STAR TREK Leave Space Office.
PD83 - SPACE ACE. Excellent.

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PD674 - DEMOLISHER Disk 5 contains 207 utilities.
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FF425 - A-GENE V3.1 an excellent genealogy database. 1MB RAM
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FF429 - SCRUB spins drive for 30 seconds for use with disk cleaner.
FF434 - TYPING TUTOR.
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FF517 - CWTOY learn morse code.
FF494 - INPUT LOCK V1.1 lock/unlock keuboard with keystroke.
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FF366 - PRINT STUDIO V1.2 print any text file or picture & control printer.
TB6 - BIO RHYTMS life cycles.
TB9 - FASTMEM allows you to toggle ON/OFF your expansion RAM. FuncKey assign commands to keys F1 to F10.
TB16 - CLI WIZARD V1.2 is the mouse operated CLI replacement.
FF559 - ADDRESSER a name, addr, Tel database with labels + mailmerge.
TB30 - MYMENU create your own menu on WB. Icon Meister editor.
FF342 - IE the icon editor that allows you to create icons upto 640 x 200!
FF568 - CALORIE BASE caloric and fat count on most foods useful for recipes and daily total intake.
PD300 - MASTER VIRUS KILLER V2.1 recognises 124 virii!
PD641 - SUPER KILLERS anti virus disk recognises & destroys 146 virii!
TB31 - SHOWIZ show any picture with or with out your own controlling script.
PD93 - ARP V1.3 the Amiga DOS Replacement Project.
PD680 - EMULATORS by Cryptic UK has the following O.K. computer emulators: PC, ST, MAC requires additional hardware, QL, CPM plus DOS to DOS.
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PD692 - IBM TRANSFORMER V3.00 a by Mr Face an IBM PC emulator that requires DOS on disk and is very good!
PD695/696 - WINDOWS BENCH V1.0 by Mikesoft a brilliant Work Bench replacement. £6.
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FF503 - PCQ pascal compiler fully featured pascal compiler.
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DV35 - T-TEC DRAW produce excellent high quality Technical drawings with printer option. 1MB. £3.50.
DV36 - FRACGEN II brilliant fractal generator. Very easy to use. £3.50.
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AMP14 - VIDEO TITLING EFFECTS PACK. This mega pack is only available from Public Dominator and is packed with programs that can be used to create quality title screens for your own videos. The pack includes SMOVIE, VIDEO DATABASE, SLATE, RTAP, PEEL, QUICK FLIX, CyroUtils, IMAGE LAB, SHOW FONT, TITLE GEN, VIDEO TOOLS ON TAP, LACE, TIMECALC, BARSNTONE, STILL STORE, SHO MAKE ANIM, THE INTRODUCER, DISSOLVE, STARTLE, STARS, SUPERVIEW, BIG VIEW, VIDEO PATTERN GENERATOR, SPORTS TEXT. A special 4 disk pack for £10.00! 1MB RAM required.
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PSFF3 - 43 font styles £15.00
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PSFFB - 66 font styles £15.00
PD53/56 - 50 font styles £10.00.

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PD281 - OKTALYSER V1.1 the music composer.
PD285 - GAME MUSIC CREATOR allows you to create music in the normal way but then save for use in your programs. Supports MIDI.
AMP11 - SONIX scores 5 disks full. £12.50!
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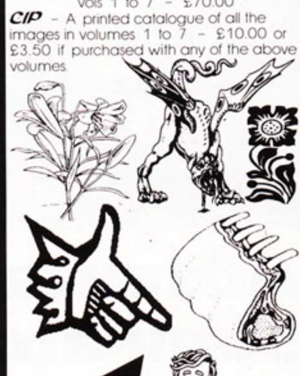
A concise printed catalogue is supplied with each order or is FREE if you send us a stamped S.A.E. A disk based catalogue showing full details of all our products costs only £1.00 or is FREE if requested with any purchase of £10.00 or over!

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All prices are fully inclusive.
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The Magical History Scores

THIS MONTH'S SCORES

As always, after the holidays there's a glut of new titles—some good, some bad. It's like a mini-Christmas all over again—but without the pressies, darn it.



There's no hiding behind the camouflage this issue. *Pacific Islands* has come out tops. So if you want to get tanked-up turn to Page 50.

Pacific Islands	Empire	FG93%
Eye of the Beholder II	US Gold	FG91%
Apidya	Blue Byte	FG90%
Might and Magic 3	US Gold	82%
Deliverance	21st Century Entertainment	80%
The Manager	US Gold/Software 200	79%
Special Forces	MicroProse	79%
The Addams Family	Ocean	78%
Alcatraz	Infogrames	76%
Project X	Team 17	75%
Castles	Electronic Arts	72%
Ork	Psygnosis	72%
Super Ski 2	Microids	70%
Rugby World Cup—5 Nations	Audiogenic	69%
Vengeance of Excalibur	Virgin	64%
Samurai—The Way of the Warrior	Impressions	65%
HeroQuest Data Disk	Gremlin	60%
Agony	Psygnosis	60%
Leisure Suit Larry 1 (Remake)	Sierra	53%
Pools of Darkness	US Gold	53%
Space Quest 4	Sierra	48%

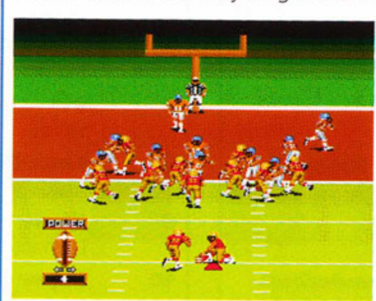
LAST MONTH'S SCORES

OK, so which software houses were sitting on their releases until just before the Easter hols? Tsk! No wonder there was only one Format Gold back then.

Vroom	UBISoft	FG91%
Dynablaster/Bomberman	UBISoft	87%
Space Crusade	Gremlin	82%
Titus the Fox	Titus	81%
Elvira 2—The Jaws of Cerberus	Accolade	81%
Black Crypt	Electronic Arts	78%
Harpoon Battleset 3	Electronic Arts	75%
Brides of Dracula	Gonzo Games	73%
Backgammon Royale	Oxford Softworks	67%
Ultima VI	Origin/Mindscape	67%
Chess Champion	Oxford Softworks	65%
Go!	Oxford Softworks	64%
Space Gun	Ocean	57%
Fireteam 2200	Internecine	55%
Gateway to the Savage Frontier	US Gold	45%
Race Drivin'	Domark	45%
Psyborg	Loriciel	36%
The Jetsons	Hi Tec	29%

ISSUE 33'S SCORES

Three months on and some of these still look red-hot. Catch 'em before they all get lost in the scrimmage.



Rumour has it that John Madden American Football is well set to steal the top slot in next month's Gallup chart. How do we know this? Well, it's amazing what you can do with (a) an inside source and (b) a few free beers. Tongues begin to wag y'know.

John Madden's Football	Electronic Arts	FG94%
Shadowlands	Domark	FG93%
Storm Master	Silmarils	FG90%
Return of Medusa	Starbyte	85%
Pinball Dreams	21st Century	84%
Harlequin	Gremlin	78%
Wayne Gretzky Hockey 2	Bethesda/US Gold	78%
WolfChild	Core Design	76%
PGA Tournament Courses	Electronic Arts	72%
Mad Dog Williams	Game Crafters	72%
Crime City	IF	70%
Starbyte Super Soccer	Starbyte	63%
Video Kid	Gremlin	60%
Big Run	Storm	58%
4D Sports Driving	Mindscape	33%
Leisure Suit Larry 5	Sierra	50%
Willy Beamish	Sierra	44%
Great Napoleonic Battles	Impressions	40%
Borobodur	Thalamus	35%
Hare Raising Havoc	Infogrames/Disney	25%

LAST YEAR'S SCORES

Last year saw a few real belters riding high in the charts but sadly few of them are available as budget titles yet.

Secret of Monkey Island	Lucasfilm	FG92%
Cybercon 3	US Gold	FG90%
Gods	Renegade	FG90%
Hill Street Blues	Krisalis	82%
Jahangir Khan's Squash	Krisalis	81%
Predator 2	ImageWorks	81%
The Killing Cloud	ImageWorks	80%
Das Boot	Mindscape	79%
International Ice Hockey	Impulze	79%
The Famous Five	Enigma Variations	73%
Chuck Yeager's AFT	Electronic Arts	71%
Action Stations	Internecine	70%
Alpha Waves	Infogrames	70%
Tetris	Infogrames	70%
Viz	Virgin	70%
The Bard's Tale 3	Electronic Arts	69%
Exile	Audiogenic	68%
Merchant Colony	Impressions	67%
Aces of the Great War	Mindscape	65%
Quadrel	Loriciel	63%
Metal Masters	Infogrames	52%



TOP TEN AMIGA BUDGET-PRICE CHART

1(2)	**First Division Manager**	Code Masters	£7.99
2(6)	**Rainbow Islands**	Hit Squad	£7.99
3(1)	**F16 Combat Pilot**	Action Sixteen	£9.99
4(4)	**Scooby & Scrappy Doo**	Hi Tec Software	£7.99
5(3)	**James Pond**	GBH	£7.99
6(-)	**Lotus Turbo Challenge**	GBH	£7.99
7(10)	**World Cricket**	Zeppelin	£7.99
8(5)	**Toyota Celica Rally**	GBH	£7.99
9(9)	**Wacky Races**	Hi Tec Software	£7.99
10(-)	**Operation Thunderbolt**	Hit Squad	£7.99

LAST YEAR'S TOP TEN FULL-PRICE CHART

1	**Gods**	Renegade/Mindscape
2 s	**Lemmings**	Psygnosis
3	**PGA Tour Golf**	Electronic Arts
4	**Speedball 2**	Mirrorsoft
5	**Power Up**	Ocean
6	**S.W.I.V.**	Storm
7	**Viz**	Virgin
8	**Final Whistle**	Anco
9	**'Nam**	Domark
10	**Super Monaco GP**	US Gold

THE TOP 30 AMIGA FULL PRICE CHART

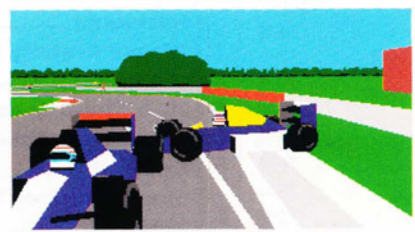
1 (-)	New	**Project X**	Team 17	£25.99	75%
2(1)	▼	**Formula One Grand Prix**	Microprose	£34.99	FG92%
3(-)	New	**Space Crusade**	Gremlin Graphics	£25.99	82%
4(-)	New	**Black Crypt**	Electronic Arts	£25.99	78%
5(-)	New	**Special Forces**	MicroProse	£34.99	79%
6(-)	New	**Shadowlands**	Domark	£29.99	93%
7(-)	New	**Pinball Dreams**	21st Century Entertainment	£25.99	84%
8(2)	▼	**A320 Airbus**	Thalion	£35.99	78%
9(4)	▼	**WWF Wrestlemania**	Ocean	£25.99	72%
10(-)	Re	**James Pond 2—Robocod**	Millennium	£25.99	FG91%
11(3)	▼	**Jimmy White's Whirlwind Snooker**	Virgin	£29.99	FG91%
12(-)	New	**John Madden American Football**	Electronic Arts	£29.99	FG94%
13(-)	New	**Award Winners**	Empire	£25.99	Comp
14(6)	▼	**Birds of Prey**	Electronic Arts	£34.99	88%
15(9)	▼	**Populous 2**	Electronic Arts	£29.99	FG95%
16(-)	New	**Titus the Fox**	Titus	£25.99	81%
17(-)	New	**Agony**	Psygnosis	£25.99	60%
18(18)	■	**PGA Tour+**	Electronic Arts	£29.99	Comp
19(26)	▲	**Heimdall**	Core Design	£34.99	88%
20(5)	▼	**Harlequin**	Gremlin Graphics	£25.99	78%
21(11)	▼	**Ultima 6**	Mindscape	£30.99	67%
22(14)	▼	**Castles**	Electronic Arts	£29.99	72%
23(12)	▼	**Another World**	US Gold	£25.99	80%
24(-)	New	**Indy Heat**	Storm	£25.99	Next Issue
25(8)	▼	**Dizzy Collection**	Code Masters	£24.99	Comp
26(20)	▼	**Monkey Island**	US Gold	£29.99	FG92%
27(17)	▼	**Football Crazy Challenge**	Anco	£25.99	Comp
28(19)	▼	**Alien Breed**	Team 17	£24.99	74%
29(10)	▼	**World Series Cricket**	Soundware International	£29.99	Next Issue
30(16)	▼	**Oh No! More Lemmings**	Psygnosis	£19.99	82%

Chart sponsored by Penguin and compiled by Gallup Ltd ©1992 ELSPA

Chart Chatter



You can't go wrong with a tried-and tested formula.; scrolly shoot-em-ups...



...another *Formula* that the punters love to bits; an excellent drive-em-up.

While the once-tranquil inhabitants of the charts look on in terror, you can hear the massed cries of "It's beating everything in its path!" The product of the deranged imagination of Team 17's mad scientists, *Project X* stomped its way out of the laboratory and into the shops. No-one could have expected it; no-one prepared for it—but it happened all the same. Striding over the top 10 like a massive insectoid mega-being, it dealt death-blows to virtually all of the long-standing titles which had been quietly unaware of its existence.

First to cop it was *Formula One Grand Prix*. As the creature (known to its creators as The Creature) marched across Monaco on its way to a small villa by the Mediterranean, drivers swerved wildly to avoid it – with disastrous results. It'll take the marshalls at least a month to dredge all the cars from the harbour.

Chasing after the creature is a chapter of deadly-looking Space Marines fresh from their latest *Space Crusade* -but we don't give much for their chances. More luck might be had by the denizens of the *Black Crypt* – an assortment of evil creatures almost as nasty as our insect enemy.

MicroProse have sent their hardest troops, the *Special Forces*, in to help the assault. The four lunatic hard-nuts join forces with four adventurous chaps from the *Shadowlands*. They may all be armed to the teeth—but *Project X*'s teeth are bigger than their arms!

Meanwhile, in a different part of Southern France, another *A320 Airbus* crash-dives into a hill in a desperate bid to miss the creatures deadly attack. Sadly, the passengers on board were the men (pah!) from *WWF Wrestlemania*. And dangling from the undercarriage was *James Pond 2 – Robocod*, looking like a fish out of water. Is there no hope now?



"Straight in at number three, the *Crusade* that's just *Space*-tastic...



...but hot on its heels at number four, a deep personal (two-headed) friend of mine."

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Game Busters

Time for another cheat-packed trip into the gaming dungeon, but the ghouls, goblins and nasty little sticky things are ready to creep up your trouser-leg and give you the gaming willies! Never mind, here is **Maff Evans** and his 'busters to provide a torch, a solution and a set of cycle clips.

THE LUCKY BEGGARS

The biggy £50 voucher goes to David McKone for sending in the best maps and player's guide I have received for *Cadaver*! Well done. Helping Hand is equally sparse on up-to-date entries, so the prize goes to Chris Hughes for his answer to the *Robin Hood* cheat plea. All you people who sent in solutions to the game—hold on! I may be printing one if enough people ask!

Gamebusters may be going through a few changes soon, so keep your eyes peeled and in the meantime, keep those tips, cheats, *Deluxe Paint* maps and solutions flooding in to:

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THE SIMPSONS

Yes! Yet another hint for the ever-popular conversion of The Simpsons!

If you've ever wondered what the whistle is for, then ponder no longer. Stand by the last window of the Springfield retirement home and blow the whistle. A man should appear throwing money, so grab as much as you can to spend in the shops.

Mick Heys
Accrington, Lancashire

ALIEN BREED

Although we were disappointed with this Aliens-inspired shoot-em-up, a lot of people have found the game interesting enough to come up with a few cheat codes.

A lot of the cheats are far too rude to print, but here are a couple that may make things a little easier.
Press the Caps Lock key, then type the following (one at a time)

I CANT BE ARD TO PLAY THE FIRST LEVELS Skips to level 3 (fill in the asterisks).**

ALIENS ARE FAGGOTS Makes aliens weaker.

IS IT TRUE THAT ALIENS SUPPORT MAN UTD Makes aliens very weak.

PUFFNUTS MODE Makes aliens move slowly.

BEWARE ALIENS SPADGE HAS DROPPED ONE Gets rid of all the aliens.



Keep those aliens at bay by using one of the amusing cheat codes.

POPULOUS II



If the tips we printed in ***Amiga Format*** 33 weren't enough, then try this little cheat – if you're not one of the masses of people that sent it in, of course!

When the "Choose your Deity" screen appears, enter ADKIUCMCZNDIFINL to start the game with maximum power for all areas of godly control.



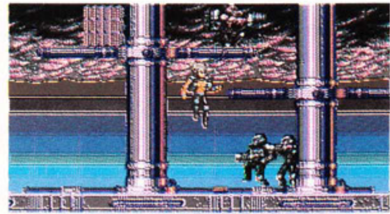
You can use these torrential effects at any time, without even having to build up your energy. Just use the cheat to have all the godly powers available to you straightaway.

WOLFCHILD

If you're having trouble battling through the gorgeously-painted levels on this Strider-style beat-em-up, then you may need a cheat. Well here is one we prepared earlier...

When the title screen appears, type in THE PERFECT KISS. You will now be able to start the game with infinite weapons. If this doesn't help, try typing ITS NOT ALL WALKING when playing the game and you will be able to restart on that level.

Graham York
Newcastle-upon-Tyne



Too many enemies for you? Not any more!

Cadaver

£50

What an atmospheric platform adventure this was, and it has managed to cause quite a stir recently. It seems that a lot of people want more help than the level one solution that was printed in the first Screenplay book, so here is the low-down on level two.

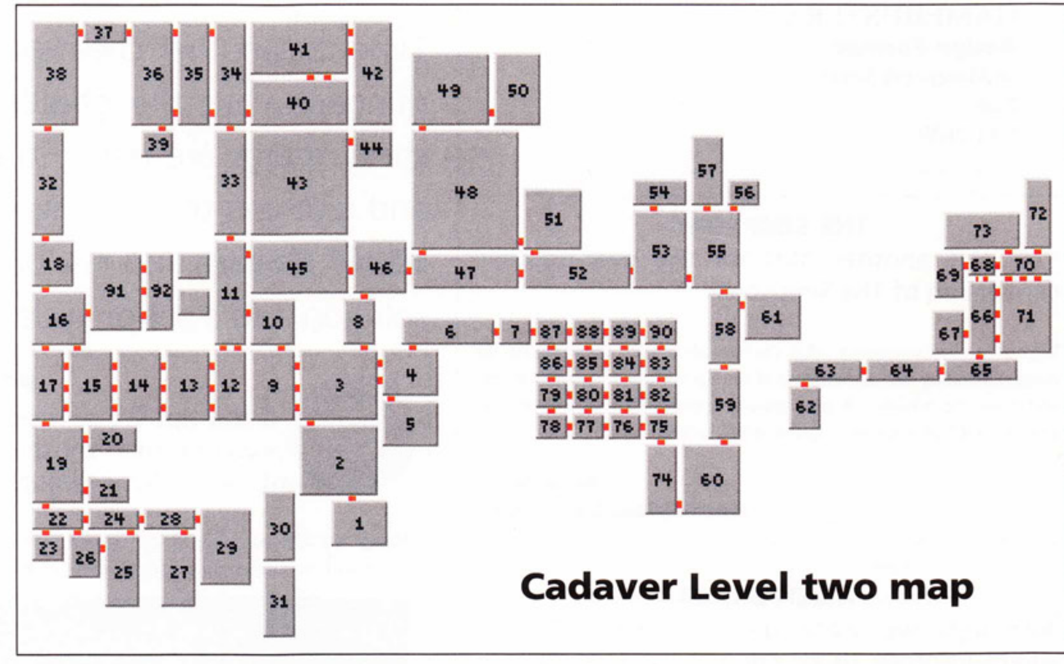
Preparation

Before starting this level, it pays to have your stamina topped up from the barrel on level one. It's also preferable to still have the fire-protection spell (so you'd better practice beating the dragon on level one without it). To beat level two, you should have these items:

Wand – Freeze Spell
Wand – Magic Missile
Scroll – Dispel Trap
Flask – Shot Shield
Flask – Giant Jump
Flask – Super Fast
Flask – Stamina (if you haven't wasted it all that is)
Flask – Cure Potion

Monsters

Stone-Spitting Volcanoes – use a Shot Shield or Freeze Spell as a last resort.
Poison Monsters – use a Cure potion to heal yourself.
Floating Eyes – paralyse you, so look out when you're in a room with Volcanoes or Poison Monsters.
Tortoises – can be hard to kill.
Mouths and Eyes in Walls, Insects – can be dealt with fairly easily.



Cadaver Level two map

Solution

Follow the steps listed, finding your way around the rooms using the map. The objective of the level is to collect six transporters and a green gem to allow access to rooms 91 and 92.

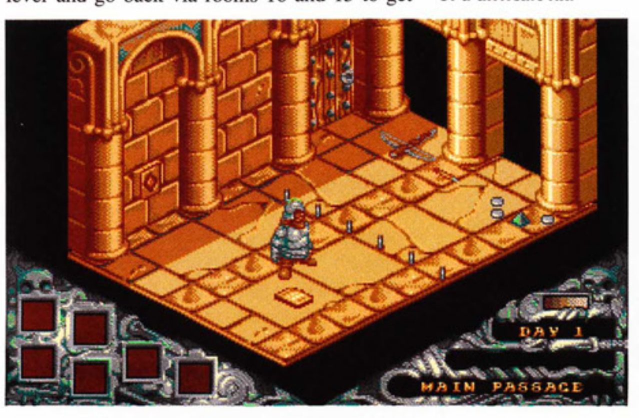
Beginning at room one (the Hall) go to room two and pick up a flask of Shot Shield (in the chest), shiriken and the Wand of Massacre (in the strongbox). Drink a Shot Shield potion and hold the shiriken, then go to room three. Kill all the volcanoes, then go to room four. Put the ashes in the urn, pick it up, then move the altar and the drape by jumping underneath the skull. The Scroll of Mind Blast you find may come in useful, but it's not essential.

Go to room five, pick up the books and tome, then get the shiriken from the chest. To leave the room, pull the lever when the light turns black, then go to room six. Throw a book through the gap between the two walls to make the top sections disappear (if a book gets stuck, the gap will widen). Pull the lever and go to room seven, avoiding the walls which drain your stamina. Once in room seven, pull the lever, drop the tome and any books you still have, then go to room eight.

Jump underneath both skulls to remove the drape, then return to room three. Use the left-hand door to go to room nine, pick up the token and go back through the same door to room three. Pick up the teleporter to get to room 10 and pull the levers in the following order: 2, 1, 3, 2. Now press the button to light the wall blocking the door. Before entering room 13, use a Shot Shield potion and kill the volcanoes using shiriken and Magic Missiles. Go to room 14 and approach the token from the left. Pick it up and approach the Wand of Sleep from behind (down the central line) to pick it up.

Go to room 15 and press the button on the wall to remove the drape. Examine the chair and pull the lever on it to lift the other drape. Press the new button revealed on the wall to find a book about the lost passage (the two blank squares on the map). Go to room 16 to get the key chest, then go on to room 17. Pull the lever and go back via rooms 16 and 15 to get the chest, which contains a teleport and a pot of gold. If you keep opening and closing the chest you will find even more gold. Use the teleporter to get to room 18, then go on to room 19.

Pick up the Super Fast potion flask on the table in room 19, then go to room 20 to get the barrel of stamina potion. Go to room 21 and pick up the cure poison potion, but ignore the cleaver, since it is pretty useless. Go to room 22 and cast the sleep spell on the eye. Go to room 23 and jump on top of the pan before it starts to rise. This should allow access to the chest which contains the key to room 28. If you don't get to the pan in time, use the bed to gain a step onto the pan.



Plates and switches like the ones on this screen may be just the thing to get you out of a difficult fix.

Go to room 25 and move the strongbox (which contains gold) underneath the trophy. Pull its lever to open the door to room 26. Go into the room, press the button to unlock the door to room 22 and pick up the teleporter to get to room 27. Push all the bottles off the ledge to get the key and the gold, then go on to room 28. Use the key from room 23 to unlock the door to room 29 and look under the highest ledge to find a key. Use this key to unlock the chain and pull it to move the block covering the hole. Drop down the hole to get to room 30 and use a sleep spell on the eye. Pull the lever to access the chain and drop down to room 31. Pick up both keys, pull the lever and jump on the chain to get back to room 30. At this point, you will more than likely be poi-

soned, so drink a cure poison potion. Walk onto the chain to get to room 29, then go back to room 22.

Having unlocked the door with the tortoise-shell key, go to room 32 and use the remaining key to move the bars. The plate below the scroll will close the other bars when the light isn't black, but you don't need to worry about that at this point. Pick up the token and go to room 33, using the sleep spell to close all three eyes. Next go to room 34, dropping off the teleporters and the urn off in room 16.

Pick up the token and place all four tokens collected into the slot to open the door to room 35. Go to room 35, pull the lever and then go on to room 36. Move under the ledge to make the monster push the strongbox down onto the floor. The box (containing a sack of gold) will now be trapped. Go to room 37 and use the massacre spell to kill the monster. Examine its shell to find a key, then go to room 38. Avoid standing on the plate underneath the button and open the chest to get the teleporter. This transports you to the circle in the middle of the room and is needed later.

Go to room 39, pull the lever to move the bars and pick up the shiriken and silver coin. Next, the bars will close and the mouth will drop some meat, gold and a poison potion. Throw the poison potion at the mouth to get the gold, then return to room 34 via the stairs in room 36. On the way, pick up the scroll of freeze and the strength potion from room 35 and once in room 34, pull the lever. Go back through room 35 to room 40 and pull the lever to lower the board. Push this over the pit, jump on it and pull the next lever before moving on to room 41. Pick up the key, go to room 42 and cast the sleep spell on the eyes before picking up the gems (the book will be the one you threw through the gap in room six).

Go back upstairs and go through room 43 into room 44. Pick up the gem and the scroll of unlock chest, which will only open two chests. You have a choice of boxes to open:

Chest – gold
Strongbox – bless potion wand
Casket – Stamina potion

Return to room 43, drink the strength potion and pull the pillar to the ledge containing the sack of gold, the Stamina potion and a key to the door in room 33. The items can be brought within your reach by pushing the pillar against the ledge, forcing the item either onto the pillar or onto the floor (if it lands on the pillar, push the pillar under the wooden board to knock the item off). Go to room 11 and insert the gems in the order asked to open the bars to room 45. Go to room 45, where there are three sets of spikes. These only appear when you get close to them, so time your jumps carefully (only the last set are permanent).

The eye in room 46 won't let you pass if you pick up the key, so push it through the bars and pick it up when you get past. Go to room 50 and pick up the spike. Pull the back to reveal a keyhole, then insert a key to bring down a chain. The strongbox contains gold which closes the exit when collected, so pull the chain to reopen it. Return to room 49 and press the button to open a hole in the wall. Place the spike in the hole to open a door to room 51 and open the chest to get a gauntlet.



Watch out for the skulls on the walls. They are useful in certain locations, but others pack a nasty (sharp) punch!

Return to room 48 and place the bucket under the red and brown drape. Jump onto the drape-covered bucket to reveal a button and press it to reveal a chest containing a chicken leg and some gold. Go to room 51 and feed the mouth some meat and chicken to open the exit to room 52. Go to room 47 and pick up the teleporter to get behind the bars in room 52. Unlock the bars and the door with the key from room 46, then go to room 54. You don't really need the food, so throw the flask of poison (on the floor) at the mouth to get the gold, then escape.

Return to room 53 and pull the lever. Drop a shield beside the gem and push it away from the lever until the gem hits the wall. Pick up the gem, watching out for the walls which will now close in on each other. Go to room 55 and move the board over the pit below the button. Pull the lever five times and jump onto the board from the higher stairs. Push the button and drink the fire shield potion before going on to room 56. Pick up the gem and move on to room 57. Push the second bar from the right towards the lever and move straight in to the room before the bar drains your stamina. Pick up the sack of gold and the map spell, then pull the lever and leave by simply touching the second bar from the left (but not the same one as before).

Go to room 59, where a floating eye will be waiting there. Immediately step to the left so that you are not in line with the stairs and when the paralysis wears off, move up the left-hand side until the stones from the door have gone past. Now go to room 60 and press the button to get the trolley system moving. Pick up the gem and the scroll of unlock door and jump back onto the trolley once it has past the bars. Go to room 61, moving right in room 59 to avoid the stones.

Chests may contain useful items, but you'd better watch out! They may well cause something extremely nasty to happen to you!



Place the gems in the slot in the order asked to move the altar from over the steps. Go to room 63, watching out for the insects that are on the stair in room 62 (so get off the steps as soon as possible). Once in room 63, press the button to get across the pit and into room 64, then return to room 63 for the key to the lock. Go to room 67, hold the gauntlet and open the strongbox to get the shiriken and the sack of gold. Go to room 69, where you will find three bags of gold and a lead-lined casket. Place the bags in the casket one by one and open the casket in room 70 to transport them. When you have collected all three bags, go on to room 71.

The key in this room is a bit tricky to get hold of, so you will need to use a spell. If you don't have a shot shield spell or freeze spell left, then use a super fast potion. The volcanoes can be killed off, but it is dangerous to stay in the room if the eye has paralysed you more than once. Now unlock the door in room 70 and go to room 72.

Open the chest to get the two keys. Drop the sacks of gold from the teleport-casket onto the steps between the skulls and press the buttons on them to activate the teleporters. Push both teleporters off the altar – one will break while the other should teleport you to room 61. Go back to room 60 and on your way around on the trolley, press the other button to lift the drape. Get off the trolley before you are pushed off by the bars and go to room 74. Use the scroll of unlock door and go to room 87 using this route: 75, 82, 83, 84, 85, 86, 87. Unlock the door and pull the lever to get a sack of gold. Go through rooms 86, 85, 80 and 77 to get to room 78.

Along the route you will come across a volcano which can be removed fairly easily – as long as you don't touch it! In room 78, pull the lever to get a stamina potion and go back to room seven to pick up a large gem.

Make your way back to room 16 (using the right door in room three to get quickly through room 10) and pick up the urn and the teleporters (you should now have six teleporters). Any magical items you have are confiscated as soon as you enter room 91, so drink any Stamina potion you have left. In room 91, drop the urn on the empty shelf and place the gem you picked up in room seven on the empty shelf. Drop the teleporters down the hole in the centre of the room, make your way to room 92 and pull the lever until the light is black. Now all you have to do is wait on the circle to get to level three.

That's all we've got space for this month, but rest assured further level solutions will be printed soon.

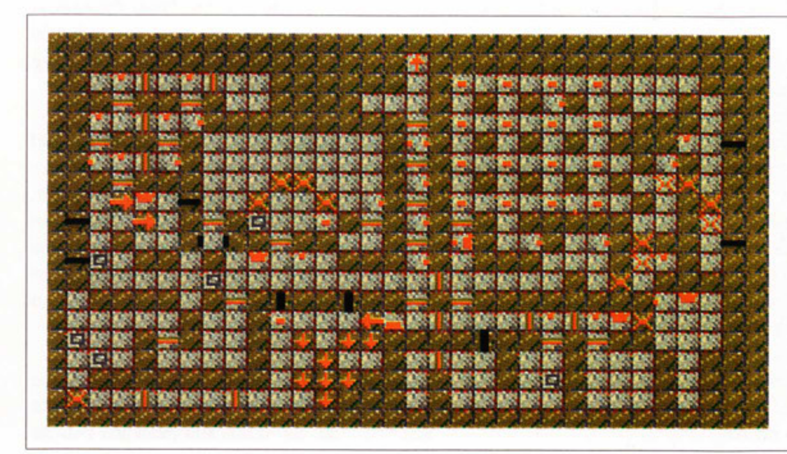
David McKone,
Chester-Le-Street, County Durham



Knightmare—Part 2

Hope we didn't leave any players of Tony Crowther's latest role-playing adventure in the lurch too much when we left off the *Knightmare* tips last month! To get you a little further, here is the second installment of our tips, outlining the three levels of the Sword Quest. The fourth quest is pretty tricky, so we'll be printing the solution to that on its own at a later date (when Alan sends us the final tips - hint, hint).

Alan Holwill,
Stuttgart, Germany



THE SWORD—LEVEL 1

Items

Leather Trousers, Trousers, Leather Jacket, Boots, Denim Jacket, Sandals, Vest, Helmet, Wand of Magic, Sheath, Fencer, Shield, Penknife, Big Bow, Cross of Life, two Gold Keys, three Bronze Keys, four Iron Keys, Grapes, three Apples, three Boiled Eggs, two Rock Cakes.

Messages

1. Hit the button when ready for Hell.
2. The Game Rooms.
3. Only push the right ones.
4. The Monster Raid.
5. Beware the Guardians
6. You make the fire, can you stop it?
7. The word is secret.
8. Get 'em out and face them.

THE SWORD—LEVEL 2

Items

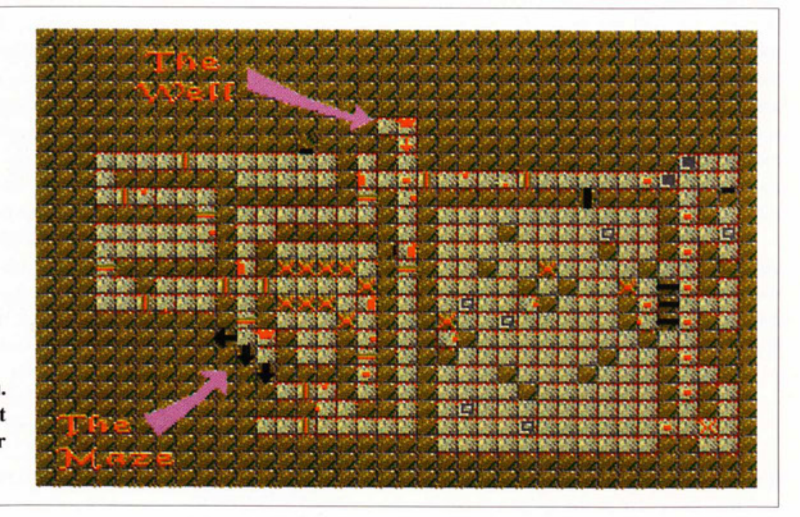
Staff of Aura, Wand of Pain, three Arrows, Funny Stick, Heal Stone, Fencer, Bronze Key, Gem Key, two Gold Keys, Rock Cake, Egg, Three Apples, three Grapes.

Messages

1. When is a wall not a wall?
2. Run away....
3. The sounds of Hell.
4. Lots of work.
5. Bread trails are handy.
6. Beware the trap.
7. Remember to hide.
8. Hunt for gold.

SOLUTION TO THE MAZE

Open the door to the Maze Area and enter the portal directly ahead of you. Now go west, south, east, west and north. Get the Iron Key, then go east then south. Unlock the door, go south and get the Rusty Key. Now find your way out (which shouldn't be too hard).



THE SWORD—LEVEL 3

Items

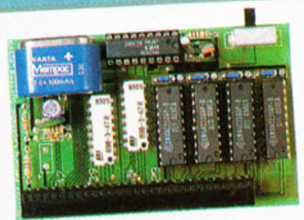
Shield, Crash Helmet, Broad Sword, Chain-mail Trousers, three Throwing Stars, Staff of Mystic, four Balls, Racket, Chest, Sword of Freedom, Bronze Key, Gem key, 28 Apples, two Milk Bottles, Grapes, two Spider's Legs.

Messages

1. Welcome to the Dungeon.

Well that's it for the second set of tips. The last level's mysteries will be unravelled soon, so keep watching this space!

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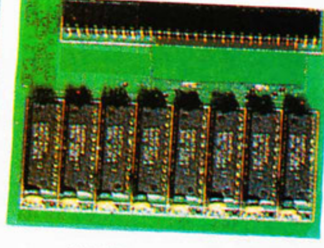
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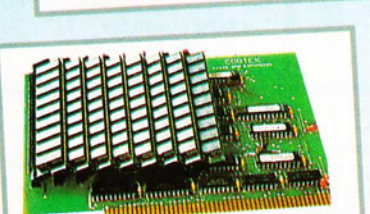
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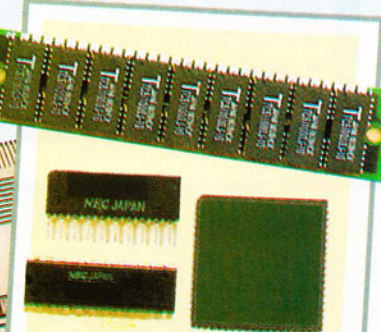
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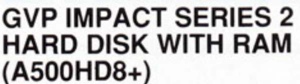
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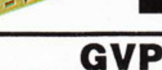
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Helping Hand

The old Helping Hand postbag has started to get a bit full of late, so **Maff Evans** has plunged his hand deep into its depths to try and help those who have been suffering for too long. So don't give up hope! Help is on its way.

Weaving a spell

I bought *The Secret of Monkey Island* and worked my way through to the end. It's a brilliant adventure so what do I do while waiting for *Monkey Island II*? I but the previous Lucasfilm adventure, *Loom*. Herein lies the problem. I can't get past the blacksmith's gate. If I go back to Rusty I can't wake him. I have tried all my known drafts on everything. Please help!

GK Alder,
Langport, Somerset

It looks as though your missing a spell! If you think back to the field with all the sheep, you may remember that they jump when you click on them... if you remembered to click on them, of course! The draft that they give you is a Wake-Up draft, so guess what you have to then use on Rusty!

Saints and cheaters

Can you please give me a cheat for *Xenon 2* because I can't get past level one. can you also give me a cheat for Saint Dragon? I can get stuck on level two.

Darryn Durrant,
Croydon, Surrey

Short and straight to the point, this letter! Well, Darryn, there isn't actually a cheat for Xenon 2 *(sorry to everyone who wrote in asking for one), but I can help you with Saint Dragon.*

Start the game as normal, then press the Caps Lock key and type DECAFFEINATED followed by Return. The top of the screen should then scroll to show that you have been given infinite lives.

Desert Island Disks

I have recently purchased *The Secret of Monkey Island* and have got completely stuck. I am on Monkey Island, I have got the oars to row the boat and have visited the cannibals' village. When they trap me in the hut I find the banana picker but it is too big to fit through the floorboards when I escape. How do I get it out? Also, how do I keep the fence down at the monkey head? When I let go of the totem pole's nose it just springs up again. Could you assist me?

Matthew Rickhuss,
Castleford, West Yorkshire

Well, you are most definitely on the wrong track, but you are trying to get too far ahead of yourself. You can't actually take the banana picker out of the hut when you escape through the floor, that comes later when you've got something to give the natives. Unfortunately, you can't do this without getting past the fence by the monkey head! What you need for this is a small, hairy, monkey-shaped helper (who can be found in the forest near the beach). To get him to follow you, you need to feed him, but where do you get the bananas? The fruit basket in the village and the tree on the beach, that's where – but you have to work out how to dislodge the bananas from the tree! I'll leave you to work out this 'primitive' action (tee hee).

Tipping through the glen



I am having great difficulty with *Robin Hood*. Does anyone know how to get Friar Tuck or anyone else to join your team? I can only get Little John, but when I send him out to mug one of the rich people, he gets caught and hung. Does anyone have any tips?

G Roberts,
Edinburgh

As luck would have it, we have a nice set of codes from Chris Hughes in Harrogate. Simply hold down the Alt key and enter these codes for special effects:

370 Outlaw stag hunting
371 Outlaw Robin Hood
372 Outlaw Merry Men
373 Put a price on Robin's head
441 Cycle through the seasons
213 Move to island near Little John
214 Move to spring near wizard
659 Make Merry Men join up
103 Make Marion Fall in love with Robin
166 Maximum heroism
167 Minimum heroism (not a great move)
828 Legalise Robin Hood
666 Start a church service

Lights – underwater car – ACTION!

I have got a copy of *The Spy Who Loved Me*. Is there anyone out there who knows how to skip levels? I'm bored of having to repeat scene one every time I want to play the game.

Spencer Gamble,
Oakham, Leicestershire

Well, there isn't actually a level-skip cheat, but there is another tip that may help. Start the game as normal, then stop the car and type MISS MONEYPENNY. You should now have infinite lives and as much cash as you can wave a very wavy thing at. That should help you bash level one on the head with ease.

Driven up the wall

I am writing to you in the hope that you can advise me on software for the A500 Plus. My eldest son has had an A500 for almost two years and has bought many games. My youngest son has just had an A500 Plus for Christmas and is particularly disappointed that his favourite game *Lotus Esprit Turbo Challenge* will not work. Please could you tell me whether there is a Lotus-style game available for the A500 Plus, since my youngest son is getting more and more disheartened!

Mrs JM Ashley,
Norfolk



Want to see some hot driving on the A500 Plus? Well this little beauty could be right up your street! Grab a copy of *Lotus Turbo Challenge 2* for some speedy action.

Not really a tip question, but when someone is getting distressed about a particular game, Helping Hand is there to assist! There is a Lotus-style game available that does work on the A500 Plus. Funnily enough it's the sequel game from Gremlin themselves – Lotus Turbo Challenge 2*! This was released when the requirements of the A500 Plus were more widely known, and so should work without any problems.*

Well that's about it for this month. There's just enough space for me to stick in a note...

Please, please don't write asking me to send full solutions of games through the post! There are quite a few of you asking for them and I just don't have the time to do it. The *Screenplay* books are both available, so if you turn to Page 108 and check the advert to see if the hints you are after are in there. If not, then try writing to Helping Hand with your problem and I'll try to sort it out. Byeeeee!

If you're stuck on a particular game or have a solution to a letter printed in the magazine, then write it down and send it in to us at HELPING HAND *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.

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PLUS...All OUR Amigas are backed by Harwoods Great Service

[Please see full details in our Ordering Made Easy' panel final page]



MEGA 31* AMIGA PACK 1 POWERPLAY

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We reserve the right to substitute individual software titles or pack items should the need arise.



BUY YOUR AMIGA WITH 2Mb FOR ONLY £40 EXTRA!!! (ie.1Mb RAM Expansion)

See Page 4 overleaf for details

*** OUR POWERPLAY PACK 1 PREVIOUSLY CONTAINED 21 GREAT GAMES BUT, NOW WE'RE INCLUDING THESE 10 FANTASTIC BONUS GAMES... ...BUT ONLY WHILST STOCKS LAST!**

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POWERPLAY

HARWOOD'S BRILLIANT 1Mb AMIGA 500 PLUS 'MEGA 31*' GAMES PACK 2

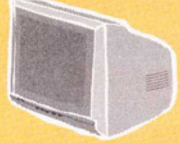
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THE PHILIPS CM8833/II STEREO COLOUR MONITOR



OR...YOU CAN CHOOSE A PHILIPS MONITOR TV AT NO EXTRA COST! See page 6 for FULL details of this remarkable Fast Text Monitor TV

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Plus...

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EDUCATION

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SOUND AND VISION

Words and Pictures

CDTV



IMAGINE, IF YOU CAN, THE CONCEPT OF A NEW, MORE POWERFUL AMIGA...

...WITH 1 MEGABYTE OF MEMORY, AND A COMPACT DISK DRIVE OF ALMOST INFINITE SIZE. A DISK DRIVE SO VAST, IT CAN STORE HUNDREDS OF MILLIONS OF DIGITS OF DATA. THIS DATA COULD BE, SPEECH, ANIMATED PICTURES, DIGITISED STEREO SOUND, COMPUTER IMAGES OR WHOLE ENCYCLOPAEDIAS.... AND MORE.

IMAGINE THIS, AND YOU CAN START TO GRASP THE CONCEPT OF CDTV.

THE INTEGRAL COMPACT DISK DRIVE, IS THE KEY TO THE POWER OF CDTV. ITS STORAGE CAPACITY IS EQUIVALENT TO AROUND A QUARTER OF A MILLION FULL PAGES OF TEXT. THIS WHEN INTEGRATED WITH THE 1 MB OF INTERNAL AMIGA CIRCUITRY, CREATES A SYSTEM, WHICH FROM A CD DISK, CAN GIVE YOU ACCESS TO AN UNIMAGINABLE SPECTRUM OF REAL WORLD IMAGES, NEVER SEEN COMBINED BEFORE. THESE VIVID IMAGES, WITH WORDS AND SOUNDS, GIVE YOU A WHOLE NEW DIMENSION IN HOME EDUCATION, ENTERTAINMENT & INFORMATION TECHNOLOGY. AND... DON'T FORGET, THAT CDTV CAN PLAY IN SUPERB QUALITY, ANY NORMAL AUDIO MUSIC CD, AND IT CAN ALSO PLAY THE NEW CD+G DISKS, WHICH GIVE DIGITAL SOUND AND ON SCREEN GRAPHICS.

ON CD DISKS NOW AVAILABLE, THERE ARE EDUCATIONAL PACKAGES, ENCYCLOPAEDIAS PACKED WITH REFERENCE INFORMATION, STUNNING GAMES, MUSIC SYSTEMS AND MANY OTHER NEW AND VARIED SUBJECTS, INCLUDING WHOLE WORLD ATLASES OR EVEN THE COMPLETE WORKS OF SHAKESPEARE, EACH ON ONE CD DISK!!! **CDTV - NOTHING LESS THAN REVOLUTIONARY**

FREE CDTV STARTER PACK!!!

WHEN YOU CHOOSE YOUR CDTV FROM GORDON HARWOOD, NOT ONLY DO YOU GET OUR LEGENDARY SERVICE, BUT WE GIVE YOU A CDTV STARTER PACK, TO GET YOU EXPLORING YOUR NEW WORLD - STRAIGHTAWAY.

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CALL IN AND SEE US FOR YOUR PERSONAL DEMONSTRATION, OR PHONE US FOR YOUR FREE DETAILED CDTV INFORMATION PACK.

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HARWOODS AMIGA

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NEW LOWER PRICE



PROFESSIONAL QUALITY GENLOCK FOR COMPUTER AND VIDEO MIXING, AT A DOWN TO EARTH PRICE!!!

Please note the above photograph shows Spectracolor which has now been replaced by Photon Paint 2.0

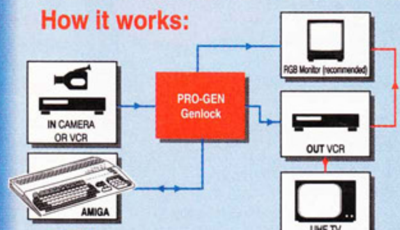
PRO-GEN Amiga Genlock

The Pro-gen AMIGA Genlock allows you to mix your Amiga display with any PAL video signal whether it is from a VCR, Laserdisk player or a Camcorder. In fact any item of video equipment which outputs a PAL composite video signal.Combined with the Amiga computer the Pro-Gen gives you the facilities of a special effects & video titling suite. Take your own films & give them a professional look by OVERLAYING TITLES or by SUPER IMPOSING YOUR OWN GRAPHICS created in packages like Photon Paint 2.0 or Deluxe Paint. Pro-Gen is supplied with micro illusions superb Photon Paint 2.0 package.

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THE ABOVE IS JUST A SMALL SAMPLE FROM OUR EXTENSIVE RANGE OF THOUSANDS OF SERIOUS, EDUCATION AND RECREATION TITLES.WE CAN'T LIST THEM ALL HERE SO PLEASE CALL US IF YOU CAN'T SEE THE PROGRAM YOU REQUIRE, IT'S PROBABLY IN STOCK!

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With Pen Pal you can mix text, 4096 colour graphics & data in ways no other w/p can! "It's handling of graphics is unsurpassed: Pen Pal is the only word processor I tested that will automatically wrap text round graphics..
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We supply a connection cable to YOUR computer — FREE
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100 Useful Self Adhesive Continuous Labels — FREE
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- Supplied with colour & mono ribbons
- Paper park with auto single sheet loading
- Programmable from front panel.
- 12 month warranty

CITIZEN SWIFT 9 PIN COLOUR - 160/40cps — £214.95
New super high spec 9Pin colour printer
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Brand New, lowest cost colour 24 Pin printer, anywhere!
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- Supplied with mono & colour ribbons
- Full 2 Year Citizen Warranty

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- Supplied with mono & colour ribbons
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Citizen Swift 9 Printer Stand	£24.95
Citizen Swift 9X Printer Stand	£34.95
Citizen Swift 9X Automatic Sheet Feeder	£139.95
Citizen Swift 24 32K Printer Buffer	£13.95
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CITIZEN 124	BLACK ONLY	£4.95	£24.95	N/A	N/A
CITIZEN SWIFT 9	BLACK/COLOUR	£4.95	£24.95	£16.95	£99.95
SWIFT 24/24E/224	BLACK/COLOUR	£4.95	£24.95	£16.95	£99.95
STAR LC10*/20☆	BLACK/COLOUR	£4.50*☆	£24.95*☆	£6.90*	£36.50*
STAR LC200	BLACK/COLOUR	£6.95 ZX9	£36.95 ZX9	£12.95 ZX9CL	£69.95 ZX9CL
STAR LC24/200	BLACK/COLOUR	£8.95 Z24	£49.95 Z24	£14.95 X24CL	£74.95 X24CL
STAR XB RANGE	BLACK/COLOUR	£8.95 Z24	£49.95 Z24	£14.95 X24CL	£74.95 X24CL
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Coming Contraptions

With the traditional spring lull in the computer industry, there's been a slight drop-off in the amount of new products coming out for the Amiga, but there's still plenty of exciting developments afoot…

SAMPLERS BY THE BUCKETLOAD…

For some reason, there seems to be a new sampler under development somewhere in the world almost every week. This month sees the arrival of a whole new set: here's a quick look at the features you can expect.

BEAT STUDIO

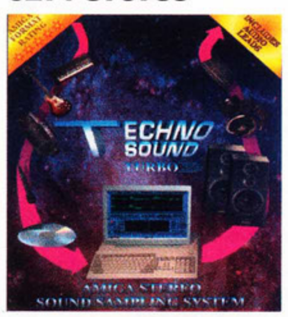
AROUND £30 CITY BEAT (PANDAAL) 0234 843355



The nice thing about this small and tidy package is that it comes with all the various leads that you need to connect up to your hi-fi or any other sound source with phono plugs, so you can get sampling straightaway. It samples in full stereo and it looks like being a good little piece of software, with complete loop editing to make long tracks and also a MIDI-compatible sequencer built in to make complete songs with. Should be good.

TECHNOSOUND TURBO

AROUND £30 NEW DIMENSIONS 0291 690933



This package has exactly the same specifications as the *City Beat* sampler for one particularly good reason: as far as we are aware, both have been developed in parallel by the same team, so it's just a question of who you buy it from. *TechnoSound* has long come highly recommended by us, combining a surprisingly good bit of hardware with some very decent software to give easily the best value in entry-level sampling. The new version now also includes audio leads and MIDI song sequencer.

MEGAMIX MASTER

PRICE N/A ROMBO 0506 466601



Here's a product that's joining in at the low-cost, high-specification end of the market. This is the first foray into sound for the company that is actually best known for their remarkable video digitisers. *Megamix Master* would appear from first impressions to score very highly on ease of use, with friendly and colourful graphics, and it can do real-time effects processing to give effects like Echo: home karaoke here we come!

DIGITAL SOUND STUDIO (DSS8)

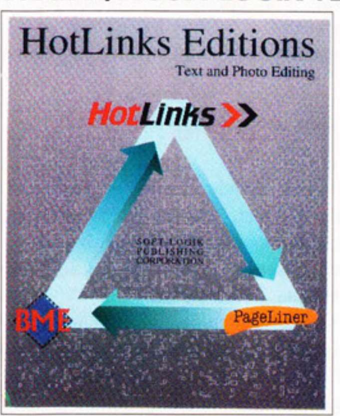
£59.95 GVP VIA SILICA 081-309 1111



Slightly more expensive, this one, and we have to admit that first impressions give us a bit of a problem. The sampling hardware contained in the package we received bore absolutely no resemblance to the one pictured on the pack: it has no LEDs for level monitoring and no potentiometers to set record levels on the stereo channels. What's going on here? These gripes apart, it looks like it could be quite a decent little package, with real-time effects and its own sample sequencer that even saves in Sonix format. We'll see how it does…

HOTLINKS EDITIONS FOR PAGESTREAM

PRICE N/A SOFT LOGIK VIA SILICA 081-309 1111



Continuing with their slogan of "We give you the tools to dream", Soft Logik have come up with a set of support programs for their top DTP package *PageStream*. With the latest version of the package, which we reviewed last month, we reckon *PageStream* has finally come out on top of the DTP heap. One of its major features is a 'publish and subscribe' system called Hotlinks, and these applications are all intended for use with the *Hotlinks* system.

The idea is that even as a text or picture file is modified, the new version can be updated in all applications that are sharing the same file. Put in simple terms, this means that you waste no time reimporting a touched-up picture or a spell-checked text file into a DTP page: the DTP file will be updated automatically to receive the new changes.

The Editions contains a *Hotlinks* system with a full user guide as well as two programs designed for file editing in conjunction with *PageStream*: a picture editor called *BME* (*BitMap Editor*) and a text editor by the name of *PageLiner*.

BME is primarily intended for touch-up work, though it can also be used for compositing. It will load an enormous range of different picture formats, including up to 30-bit RGB colour images and 32-bit CMYK separations. Sizes can be up to 32,768 pixels square, which is ideal for scans. As well as limited paint tools the program features cut, copy and paste tools and has a transparency option on paste. You can paint from one area onto another, which makes touch-up much easier. The program displays in 16 greyscales, though you can actually pick out and display a single colour from your image to keep a check on it.

Page Liner is a standard text editor, featuring all the usual word processor specifications such as cut, copy, paste, insert, spell-checking with a user-definable dictionary and so on. It also allows you to set text style tags for use in *PageStream* pages, it features a real-time word count, and it lets you display 'invisibles' such as tabs and returns, which can be very useful.

AMINET NETWORK

£19.99 PRECISION DISTRIBUTION 0753 557888



Networking a set of computers can be a difficult task, and it's not too common for a large establishment to be using numbers of Amigas together, so networks have never really taken off for the Amiga. Just arrived, however, is a new solution for networking which certainly looks simple enough to use in even a small network of Amigas.

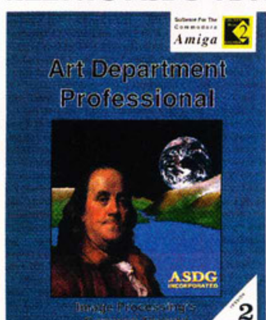
All you have to do is get one *AmiNET* pack for each computer, and you can connect (so the package claims) up to 200 Amigas in a simple ring network. Each package consists of a dongle that plugs into the serial port, as well as two plugs and two leads of decent length, one for 'in' and one for 'out'. After the connections are made, the software must be installed on the machines and you're up and talking.

It all sounds simple enough and, if it proves to be that simple in use, then it could be an ideal solution to networking for small multi-user establishments like schools. Certainly the printer-sharing facility that a network would provide could be handy.



ART DEPT PROFESSIONAL 2

£229.95 ASDG VIA SILICA 081-309 1111



If you're serious about your graphics, then this has to be the one you've been waiting for. The *Art Department* in its *Professional* edition is already established as a top package for transferring files between different graphics formats and for high-standard image processing.

The big thing about the new version is the addition of the JPEG-standard image-compression system. This can reduce 24-bit image files to as little as 40K in size, meaning that masses of expensive disk space could be saved. Beyond that, the spec remains pretty much the same. We'll be taking a close look at this leading package next month.

In the meantime, just in case you're not familiar with the system, here's a brief run-down of what it does. It uses a modular system of file loaders and savers, which means you can add on an extra module to cover any file types from any popular computer format you particularly want to use. The professional version comes as standard with modules for PCX, GIF, DigiView, Sculpt and several more as well as saving in Postscript and, of course, load and save in full IFF and JPEG formats.

In between loading and saving, the program treats all data as either colour at 24-bit or greys at 8-bit resolution, so you've got the maximum possible quality in all operations. A loaded picture can have any number of image-processing operations performed as well as having text added. Finally images can be printed out on any Amiga Preferences printer so as to give full 24-bit colour. And that's just a brief description…

DAATASCAN PROFESSIONAL GS

£VARIES PANDAAL 0234 843355



For anyone who already owns a PanDAAL Daatascan hand scanner, this is just a software upgrade. If you don't already own the hardware/software combination, then the updates to this scanning package have to make it worth a look.

The hardware is a high-quality scanning head, which you must draw across the image you wish to scan. Four different resolution modes can be set as well as a number of tweaks to enable good reproduction. The scanner plugs into an interface which in turn plugs on the back of the Amiga. The whole package can be bought for £109, but check for latest prices which may drop. A version is also available with a port sharer for the parallel port into which the interface plugs, costing £124.95.

The newest version of the software is version 2.02, which owners of the hardware can obtain for a £15 upgrade fee. It has been highly rewritten from the original slightly temperamental package supplied with the old DaataScans. The big news on the latest version is the addition of a greyscale mode, which converts half-tones to full greyscales. This makes a great deal of difference when using scanned images for computer-art type purposes. We'll be showing you the results in a review next issue.

DIGIVIEW MEDIA STATION

£179.95 NEWTEK VIA SILICA 081-309 1111



A high-value pack combining two of the packages which made NewTek one of the big names in Amiga software along with a third-party complimentary animation system. This has been on sale for a while as a package but has been widely ignored by the press, partly because there's not actually anything new in there and partly because NewTek are now concentrating their attentions on the infamous *Video Toaster* hardware.

The keystone of the package is *DigiView*, the top-class HAM digitising package: the other two packages are really simply freebies thrown in with this one. *DigiView* is the most popular and effective three-pass colour digitising system there is, building up separate red, green and blue parts of an image using the output from a mono video camera filtered through coloured plastic. *DigiView* has long been considered the standard for this type of digitising, with its excellent results, the innovative hi-res 'Dynamic' HAM mode and even pseudo-True Colour 21-bit output. It's still a winner.

Of the other two packages the first is *DigiPaint 3*, the HAM-only paint program. Three years ago there was nothing to choose between this and its rival *Photon Paint 2* if you wanted to paint with all 4,096 Amiga colours, and even now *DigiPaint* has some unique features that make it worth owning even if you already have a HAM package.

Elan Performer makes up the trio. This is an animation sequencing package that has a rather weird aim: it's intended for actual live performance use, so animations, sounds and individual pictures can be assigned to individual keys on the keyboard and then cued in real time. Apart from that it's quite a sophisticated system for developing presentations on the Amiga.

'Serious' reviews

This is the section of the magazine dedicated to bringing you honest and intelligent reviews of the latest 'serious' releases in hardware and software.

From expansions such as extra memory and hard drives through to useful, practical utilities to the latest in 'productivity' (DTP, databases) and 'creativity' (paint, animation, 3D, digitisers and music) software, it's all in here.

Two years running, *Amiga Format* has been voted by computer retailers as the magazine that they most trust when they're deciding what to stock, so you can see that we're the people best placed to advise you on what to buy. With our expert knowledge, we know what's the best program to date for any particular kind of job, and we'll see how anything new stacks up against the best in the business.

Contents

Get ready for a 'seriously' creative section to chill out to. You 'll find some Format Golds taking it easy in there too.

How the Ratings System works

SPEED (marked out of 5) ●●●●●
Tremendously important for both hardware and software: there's nothing more annoying than waiting. A purely intuitive judgement.

DOCUMENTATION (out of 5) ●●●●●
Although there are some packages that are so simple no manual is needed, complex items benefit hugely from a good explanation.

ACCESSIBILITY (out of 5) ●●●●●
The target for all good software should be powerful but simple: this rating assesses how easy it is to get to grips with the item.

FEATURES (out of 5) ●●●●●
Does it do what you want it to do? How well does it do it? And does it also do lots of other things that you'd never have thought of?

VALUE (out of 5) ●●●●●
A pretty important rating, this one: if a package does everything you could wish for, it's no use to you unless you can afford to buy it.



The Verdict, our at-a-glance overall rating, is a percentage: it's based on sheer quality but with the price taken into account, so that you know what kind of a deal you get.

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incorporating the famous Phoenix ROM sharer and 1.3 Kickstart ROM chip. As with the A500 Deluxe, this enables you to switch between the old and new operating system to accommodate older software that can only run on the 1.3 operating system

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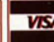
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Imagine being able to put together a song in a particular style without writing each part from scratch. **Maff Evans** powers up his synth and finds out whether it is actually possible.

SuperJAM!

Music Composer ■ £99 ■ Blue Ribbon Soundworks

A LOT OF PEOPLE have the opinion that many of today's chart hits are written around a few basic formulae. Some even go as far as to say (rather jokingly) that some use computers to write their songs for them, churning them out at the push of a button. Well now it has finally happened. There actually *is* a program that allows you to construct songs in a predefined style. That program is *SuperJAM!*

Whereas most electronic and computer-based music is created by building up a track in sections on a sequencer, *SuperJAM* takes an interesting side-step. Instead of laying down each part separately (bass, keyboards, drums and so on) and constructing a final song using the layers, SuperJAM allows you to create a template of a musical style and use it to generate a complete track. This may sound rather strange, but it is a relatively simple way of building up pretty proficient songs – even if you don't know a major chord from a minor.

SuperJAM employs a novel method of creating songs that combines elements found on normal sequencers with algorithms for putting together patterns created from a list of styles. Variations are introduced by setting up your own chord patterns and adding fills every now and then for a touch of originality. So how does all this work? Well, it's actually a lot simpler than you may think...

The first thing to do is to create a 'band' to play your song. Clicking on the Band button in the command strip calls up a list of instrument settings. This is where the instruments that will play each layer of your song are selected and they consist of drums, bass, keyboards, guitars, strings and lead. Although they each have a particular title, they can be any instrument you want, keeping in mind the part that each instrument will play in the final composition. For example, the drums should stay percussive, while the string section can be any 'pad' sound (such as an organ, string or choir sound). The sounds can either be played on a MIDI instrument (provided it has multi-timbral capability) or using built-in samples.

Using the Amiga's sound gives access to another feature new to SuperJAM – Turbosamples. This is a new sound technique which allows you to play more than the usual four channels of sound (the manual quotes the maximum possible at one time as 16, although accelerated machines can often handle even more). This is an interesting possibility in theory, but in practice the sounds tend to be quiet and a little distorted. However it is hardly surprising that a reduction in quality occurs when you consider the processing power that this requires! If the sampled sound isn't quite what you are after, you can open up a sample editing window that gives you a large amount of control over the sound wave itself. You can access a new sound, set its loop on or off, program its amplitude envelope, select which key to play it in and which octave the notes should cover – all by clicking on easily identifiable buttons or dragging a slider.

Once you've got your band together, you can start creating a song. To do this you can either select one of the many included styles (ranging from Bossanova to rock) or create your own from scratch using the style editor. Although this may seem bewildering at first, the layout makes it easy to set up a customised style. I managed to create a hard, industrial dance style in a little over 10 minutes!

Once the band and musical style have been set up, you can go to the keyboard window and start practicing ideas for your song. Simply select a style from the panel and hit the keys on the picture to start improvising chord progressions and fills in the style of your choice. When you think you've worked out a chord pattern that will work in a song, you can go to the Section Editor and start putting them in a sequence.

Actually putting together the song is simplicity itself. All you have to do is create the sections of the song (intro, verse chorus and so on) and paste them onto the song panel.

To create a section, you simply click on the Section button, give it a name and a length and a window pops up ready for editing. By clicking on the Play button you can hear the basic song in the default key. While the section is playing, you can alter the key of a bar by selecting a new key in the Keyboard window, clicking on the arrows next to the current key or playing notes on your MIDI keyboard. The program will then play the section following the chord progressions, but keeping in the selected style. You can even add extra embellishments by putting fills, breaks and end points in the bar, or muting instruments at certain points to give the track more depth.

If you're not quite happy with a particular section, you can open a window to edit the notes individually. This allows you to come up

***SuperJAM* works via a system of individual windows, much in the same way as *Bars and Pipes Professional*. Most windows can be accessed from other sections as well as from the main control strip, which allows you to edit several things at once.**

SuperJam! is available from Zone Distribution: 071-738 5444



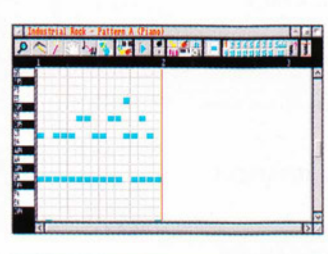


with variations on a style to make the track more original. Simply 'Snapshot' the section, click on one of the 'player' buttons and a grid will appear. Now you can move, enter and erase notes using the Wand, Pencil and Eraser tools, or use the magnifying glass to bring up a window containing data on a particular note, which can be changed using a set of sliders. It's all so straightforward!

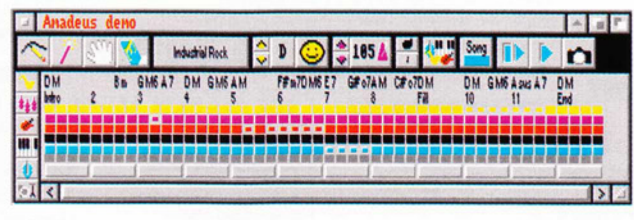
SuperJAM **is also** useful for those wishing to produce home recording using Portastudios or multitrack tape recorders. Provided you have a suitable synchroniser (such as Fostex R8, MTC-1 or Dr T's own Phantom Synchronisation Unit) you can sync your tape deck to *SuperJAM*'s sequencer to produce complex recordings. All you have to do is call programs up from disk and assign them to *SuperJAM*'s accessory window. You can then access the correct sync system, such as EBU, SMPTE or MIDI Time Code (the current choice for low-budget system, made popular by Fostex equipment) and open the SMPTE window to keep a track of the time code on your master tape as you record. This allows you do overdub sequences in wildly different styles. Imagine having a bass line played in a country style while the drums are industrial and the chords are in the style of Amadeus Mozart. A strange combination which is easily made a reality using *SuperJAM!*



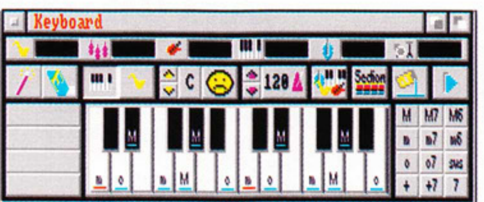
Once you've selected your style, you can edit the various patterns involved by setting the types of note and variation or by creating a pattern of notes just from scratch.



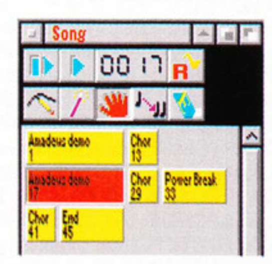
As well as using chords note types to create your music, you can access a grid for each instrument to place the notes exactly where you want them to appear.



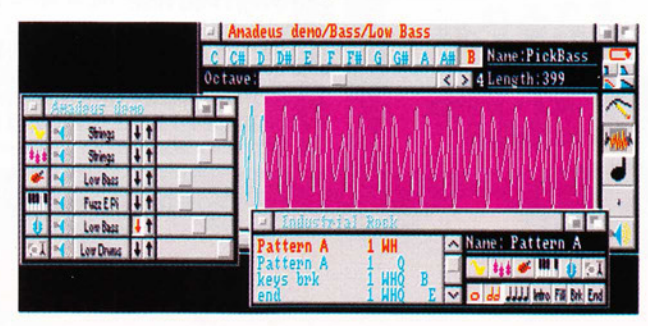
After setting a name and length for a section, you can change the chords, enter fills and embellishments and mute tracks to give your song its own feel.



After selecting a style, you can improvise (or jam) in that style by simply clicking on the chords in the keyboard window. When you think you've come up with something useful, you can then enter it in a section.



When all the sections are finished, you can construct them into a final song. All you have to do is duplicate sections you want to appear more than once, then arrange them into the right order. Now you're ready to listen to the whole song from start to finish.



***SuperJAM* allows you to create a six-piece band comprising of MIDI instruments and Turbosamples. Opening the windows gives you access to the MIDI information or the sound wave itself, ready for you to start editing.**

SuperJAM **is without** doubt a highly entertaining musical tool which has a lot more uses than it first appears. The idea of having a program that writes music for you may seem a bit stupid, but once you've actually seen *SuperJAM* working you realise that it has a lot of potential. You can use it to store banks of instruments ready to use in a live performance; set up styles and patterns to use in your own sequences; or create an entirely original song by editing the parameters to your heart's content. This power is enhanced by the ability to run *SuperJAM* from within Bars and Pipes Professional. Using this powerful combination, you can pass sequence data between the programs, allowing you to edit totally individual patterns and construct a song using *SuperJAM*'s incredibly friendly interface, then pass the data to *Bars and Pipes* ready for final editing and construction using its more comprehensive sequencer tools.

Some part-time musical hobbyists may get tired of using the system after a while, admittedly, since *SuperJAM* (despite its simple-to-use approach) is more suited to the professional musician who has to write music quickly in a certain style. In the case of the amateur, writing songs is carried out in a very different way to the professional songwriter. Whereas an enthusiast will come up with an idea and play around until it sounds right, a jingle writer has to produce a piece of music that fits the brief they are given. Given this situation, *SuperJAM* could well be an extremely useful addition to their musical set-up. It allows you to construct highly complex and proficient pieces of music that are governed by style rules. All you'd have to do is call up your 'hairspray commercial' algorithm and start creating music.

For this use, *SuperJAM* is unrivalled. Its powerful features, massive expandability and ease of use make it an extremely efficient song-writing package, but it may not suit everyone's creativity needs.

SuperJAM!

SPEED ●●●◐
Pretty nippy in most areas, but can take its time when accessing floppy disks.

DOCUMENTATION ●●●●●
A well laid-out manual in plain English with lots of diagrams and tutorials to lead you through.

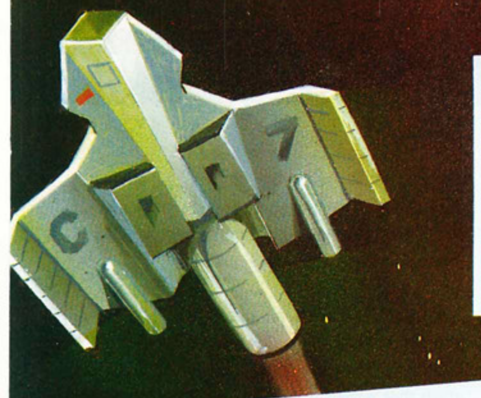
ACCESSIBILITY ●●●●
Can be confusing at first, but anyone who has used *Bars and Pipes* will have no trouble.

FEATURES ●●●●
A wide range of functions make it a useful tool – almost as powerful as a full sequencer!

VALUE ●●●●
For the price, *SuperJAM* is very powerful, but be sure that you'd make use of it before you buy.



87%



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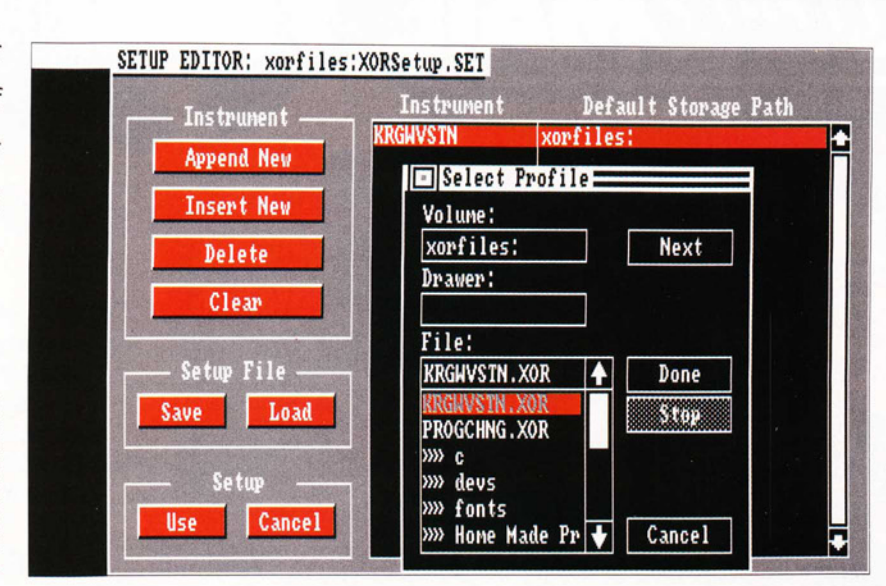
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FutureWorld computers

'Serious' muso **Maff Evans** pores over Dr T's latest release and finds a library full of sounds, plus an editing facility for your Amiga that can be used with most makes of synthesiser. Quiet please and read on...



Before you can carry out any editing, you need to create a file containing the profiles for the machines in your MIDI set-up. This can be saved so that *X-oR* boots with the right set-up.

Dr T's X-oR

Generic Patch Editor and Librarian ■ £219 ■ Zone Distribution

X-oR is available from Zone Distribution: 071-738 5444

WITH ALL THE advances in synth technology, a few problems have arisen. Firstly, the need to pack as many sounds and functions into a compact unit means that editing sounds and parameters requires some careful thought and a lot of button pushing, particularly when you consider that most current synths combine all their functions onto a small control panel. What can be done to overcome this problem? Simple, you can use MIDI to dump the information to an editor program on a computer.

This gives rise to a second problem. Although MIDI is a standard communication system for electronic instruments, the synths themselves are all very different. They have their own sound synthesis technique and their own methods of editing, making it difficult to find patch editors for a particular machine. Is there a solution? There is indeed – a Generic Patch Editor such as Dr T's *X-oR*.

So what is a Generic Patch Editor? It's a program that allows you to store and edit information for a wide number of synths, rather than a particular model. This is done by using templates (known as 'profiles') which correspond to the controls on a synthesiser. *X-oR* allows you to build a set-up containing a large number of profiles and stores them in a 'performance'. This means you can store banks of sounds and access them in one go, effectively saving the state of your entire MIDI set-up.

As well as storing and editing individual sounds and banks of patches, *X-oR* also includes a few extra features. The most significant of these extra options is the Patch Library. This is a database which can store individual sounds and patches, along with lists of keywords to allow you to cross reference sounds. For example, you can search out bass sounds that are acoustic, but only those that have a soothing quality. This can save time when trying to find that perfect sound for a track.

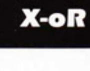
Users who have access to Dr T's *X-oR* can also store patch editing information along with their sequences, so a sound can be altered as a song progresses.

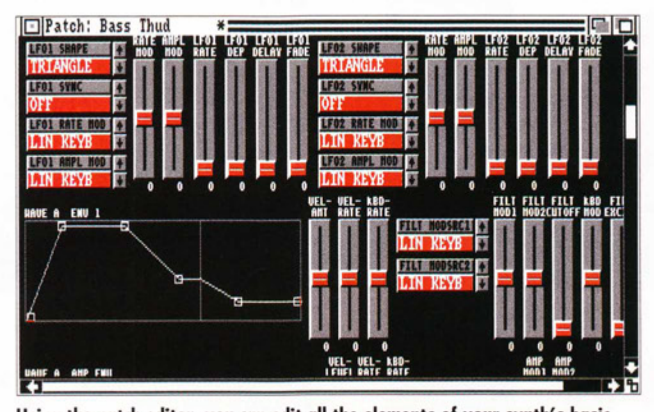
These features without a doubt make *X-oR* an extremely powerful patch editor and librarian system, but one aspect of the program gives rise to a lot of problems. Since the system is open-ended, difficulties tend to occur due to the whim of the author of a particular profile.

For example, the program was tested for this review using a *Korg Wavestation*. When the factory presets were stored in *X-oR*'s banks and saved to disk, you'd expect them to restore the system to its default state. Wrong! The rhythmic backing of the patch 'Ski Jam' was wiped entirely, requiring a nifty bit of re-programming from the Wavestation's front panel. Hardly the kind of thing you'd expect to do when using a computer-based editor! In short, test the program before laying out the dosh to make sure that it will work with all the elements of your system.

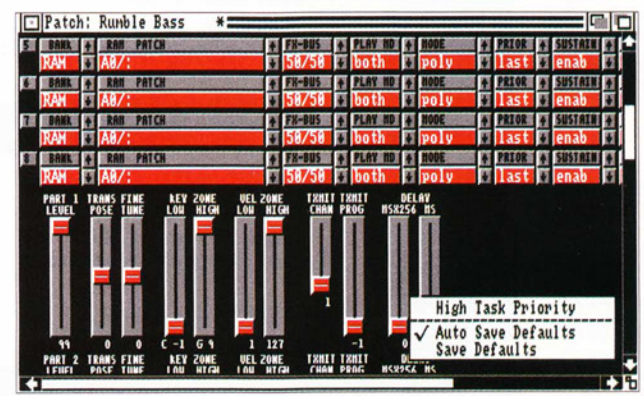
Although this isn't a fault in *X-oR* itself, there are other elements of the program which annoy. The way you have to assign everything that you edit to a position before the program remembers it at all makes it difficult to edit a number of patches on the fly. You need to work on one at a time, store it and save it before moving to another section, otherwise *X-oR* will forget everything you did! This isn't apparent to begin with, since the sound can be heard from your synth as you edit. It's not until you absently select another window and your lovely new sound vanishes that you realise – after much swearing!

Nothing about *X-oR* is intuitive. You have to know your synth inside out and understand all of *X-oR*'s options in detail before you start – which isn't helped by the confusing manual.

If you are running a MIDI set-up that contains a lot of different elements, then you may find *X-oR* very useful, because it allows you to edit and store 'snapshots' of your entire system, making it quick to recall complex configurations. If, though, you have a modest set-up of just one or two pieces of MIDI equipment, you're better off editing on the individual machines and using *X-oR* to save data to disk. However, £219 for a patch disk filer is over the top, which puts *X-oR* in the 'serious studio-owner's tool only' domain. 



Using the patch editor, you can edit all the elements of your synth's basic sounds, including filter envelopes, LFOs, keyboard velocity and aftertouch.



This screen is from the *Korg Wavestation* profile. From here you can choose sounds for an entire multi-timbral set-up and send it to your synth.

X-oR

SPEED ●●●
Tied by the constraints of MIDI data-dump timing, but other elements tend to be slow as well.

DOCUMENTATION ●●
Extensive, but hardly plain English. Be prepared to read the manual thoroughly at least twice.

ACCESSIBILITY ●●
You really need to know about synths and MIDI, but even then it's a little unfriendly.

FEATURES ●●●●
Patch editing, bank storage, MIDI set-up configuration and a librarian. What you'd expect really.

VALUE ●●●
A useful tool for the professional studio engineer, but over the odds for the keen hobbyist.



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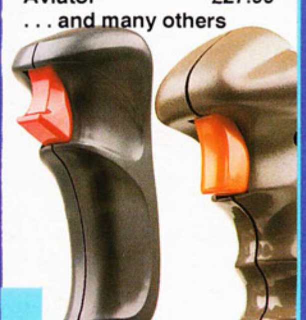
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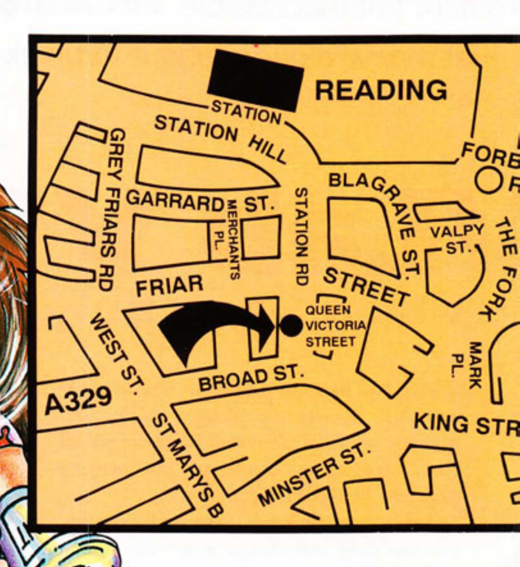
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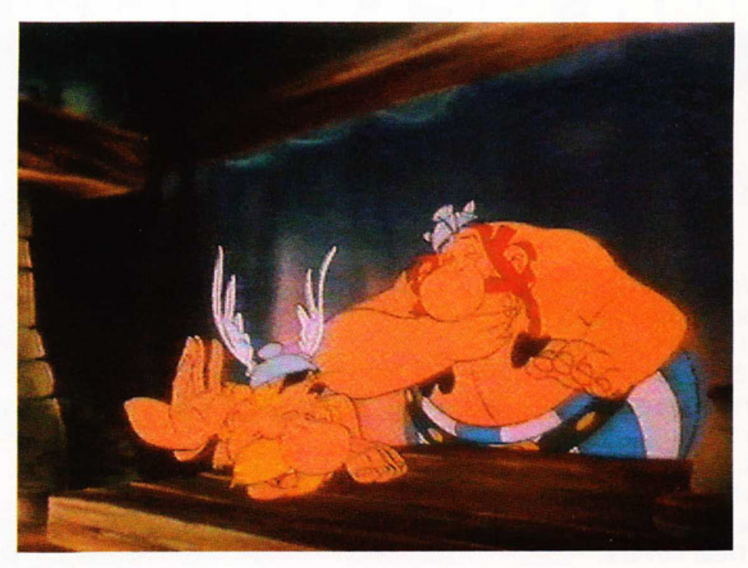
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German hardware has long been regarded as excellent but inaccessible. **Pat McDonald** looks at a new digitiser about to break the mould.

VLab V1.0

Video Digitiser ■ £299 ■ MacroSystem





ASTERIX
Cartoons are without a doubt the best subject for grabbing. In general, the small number of bright colours and the simplicity of the images makes for good grabs. Here's the same picture, only rather than using Amiga HAM (4,096 colours) this one is in full 24-bit mode.

LIVERPOOL
The worst subjects for digitising are televised sports. The fast action, wide range of colours and fine detail defeat a good computer representation. *VLab* managed an acceptable result from a poor video (notice the line bottom left).

TERMINATOR
Arnie's Terminator character dons shades for the first time – it's fun to capture bits of movie history like this for posterity.

IMAGINE BEING ABLE to take a video tape, and transfer the pictures on to your Amiga's screen. That's what digitisers are all about – reading in video signals and changing them into Amiga IFF pictures.

Once a picture is inside the Amiga system, you can chop and change it to your heart's content using a paint program like *Deluxe Paint IV*. I think that *VLab* is probably the best all-round digitiser for the Amiga – assuming that you have Workbench 2, because *VLab won't* work with anything less.

Just as there are many different types of computer, in turn there are many different types of video connection. The most common by far is the composite video connector (also known as YUV). This is often found on domestic-quality video recorders and camcorders – if you've got one, you should see a simple 'video out' and maybe a 'video in' socket on the backplate. Being so popular most Amiga digitisers will only connect with YUV sources – and *VLab* is not an exception.

The difference is that, from this commonplace and humble source, *VLab* produces the best quality grabs possible. On the *VLab* board itself, all incoming video is stored into a dedicated video store or 'frame buffer', composed of 0.5Mb of computer memory. Remember, this memory is for the use of *VLab* only – you can't add it to the memory of your Amiga!

The big advantage is that this product can get pictures from live, moving video. All digitisers that cost less than *VLab* cannot do this easily, especially if you want colour pictures (and of course you *want* colour pictures). They must be connected to a video on pause, or to a video camera looking at a still, unmoving scene. If you wanted to get pictures from a moving tape, the cheapest frame grabber would cost £450 or more – so why is *VLab* so much cheaper?

The reason is that it can only be fitted into an A1500, A2000 or A3000, because it is just a card that slots in these machines. It has no case, and no power supply. Which means it's cheaper to make and move around the world than other, external frame grabbers. On the other hand, it is about twice as expensive as Rombo's *Complete Colour Solution* and three times more expensive than *Digiview Gold* from Newtek – so is the price right or is it an expensive gimmick?

It depends on how much digitising you're going to do. If you just want a few grabs to base rough sketches on, then a budget digitiser will do fine. However, *VLab* has an ARexx port and a lot of ARexx commands. In English that means this digitiser could be set up to grab hundreds and hundreds of grabs automatically, by writing a short ARexx program. *VLab* is designed to be used professionally as a computer product – but don't think it's boring, because you can get quite engrossed getting just a few grabs.

Because *VLab* is from Germany, the manufacture quality of the hardware is excellent – and so is the design. Discrete components tidily arranged on a half height board (it needs this to fit into an A3000). It looks reliable, and it is reliable. Because it's small it's easier to fit than bigger boards, an important consideration if you're all fingers and thumbs. Having spaced components means that it's easier for the manufacturers to repair too, if it ever does go wrong; but look, this is the sort of hardware that should last a lifetime.

"Yeah, O.K. Pat, but how does it work?"

On the back of *VLab* are two phono connectors – if you don't know what a phono connector looks like, that's the type used for the left and right sound connectors on the Amiga. So have a peak.

VLab is available from Amiga Centre Scotland: 089 687583

APPLICATIONS

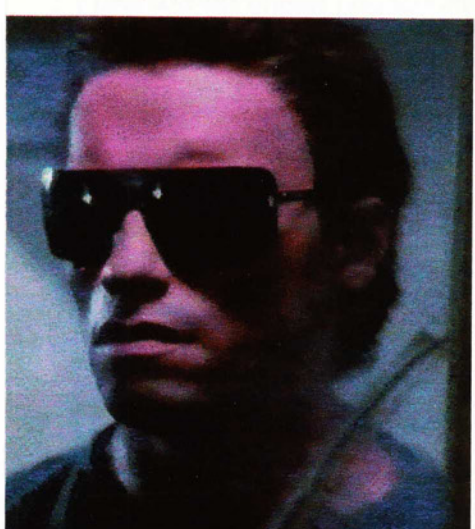
Who will buy *VLab*? Obviously the main people who will use *VLab* are those involved in CDTV and multimedia development. CD titles so far have featured digitised pictures ranging in quality from the naff to the completely naff. With a decent frame grabber that doesn't cost an arm and a leg, we can expect better in the future.

If you're in the 24-bit graphics market, then has a number of distinct advantages over other frame grabbers. Although slow at saving 24-bit pictures (it takes a few minutes even with a hard drive), *VLab* can display 24-bit images directly through a Harlequin card fitted to the computer. So you don't have to save the pictures and load them again to make sure they're not messed up.

Another area where *VLab* is *the* digitiser of choice is in cross graphics work. Not only can *VLab* save files in all of the standard graphics modes, but it can also save in 128 and 256 colour modes. If you want a digitiser with this feature it normally cost three times the price or more of *VLab*.

Although the Amiga cannot normally display high-resolution pictures with this number of colours without fancy programming (ever seen the shareware utility *HamLab*?) plenty of other more expensive systems can. Mind you, to convert 256 colour IFFs into IBM PCX or Mac PICT formats you will need an image processor like *Art Department Professional* from ASDG.





You connect either of these to a video source, the 'video out' connector of a video recorder or camcorder. If you want, you can feed different signals into the connectors, and grab from either. Also, three *VLab* boards can be plugged into one Amiga, so you could have up to six different video sources available without fiddling around with any cables.

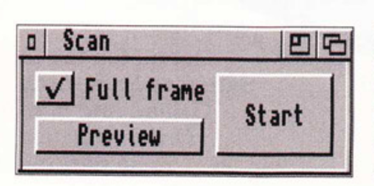
After that, just switch your machine on, boot up the supplied floppy (which is easy to install on a hard drive with Workbench 2), start the tape, and grab your picture into the frame buffer – this takes but a moment.

You can convert this composite YUV data into any standard Amiga IFF format, from between two to 4,096 colours in low resolution, and two to 16 colours in high resolution. The conversion process takes between one minute and an hour, depending on the resolution and whether or not you want Floyd Steinberg dithering.

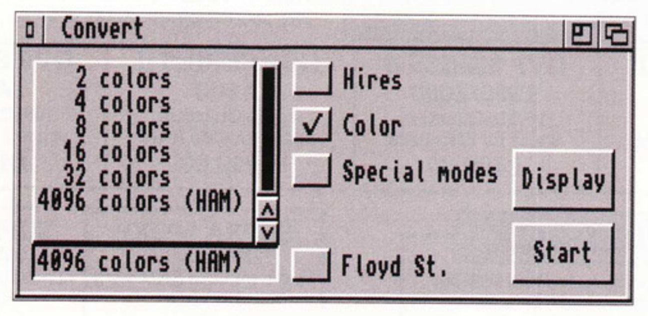
After that, save the picture to disk as an IFF; *VLab* can also save 24-bit 'truecolour' files, and it's own YUV composite video files if you can't decide what resolution to convert the image to. *VLab* can only load these YUV files – it can't load standard IFF picture files or 24 bit 'truecolour' files.

The only annoying thing about the software is the appalling slowness of the F-S shading. All right, so it's not that important

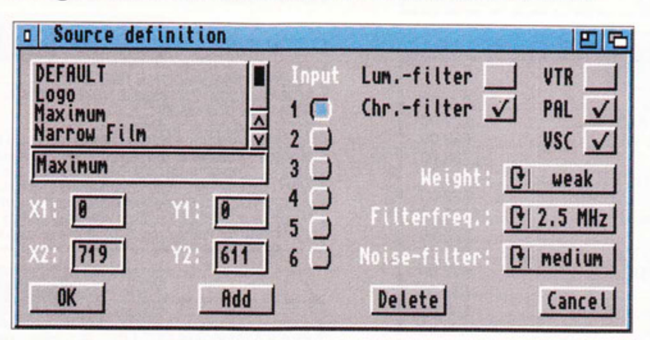
FRONTEND
These three windows are the core of *VLab*.



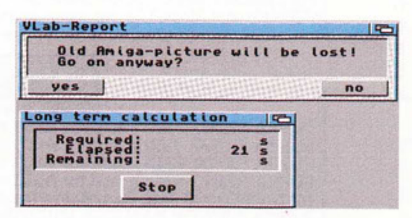
Scan is for reading the video information into *VLab*'s frame buffer – the preview button rapidly gives a black-and-white image.



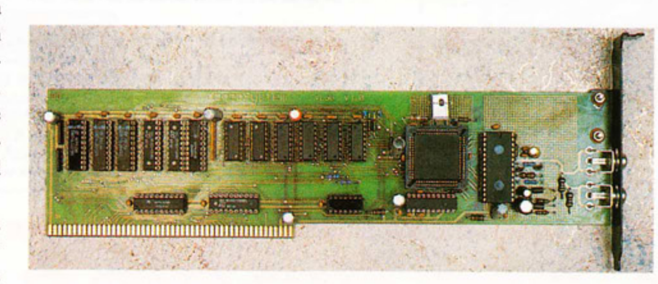
Convert is for rendering the video picture into an Amiga screen mode. Just click on that Start button.



Source definition is for tweaking *VLab*'s performance. It let's you change things like the area to be grabbed, how soft or strong the filters are, and which video port (1-6) you want to grab from. These choices can be saved for quick loading later.



Here are only two of *VLab*'s many warning messages. The first is pretty simple, just reminding you to save data as you create it. The second is a time box for when *VLab* is tied up calculating information – notice that it doesn't always give the time remaining or the elapsed time – a shame.



This image is really too small to give a real impression of the build quality, but you can at least get a general idea of the board's dimensions and layout. I mean, we could have printed the digitised piccies this small with a really big picture of the board. Joking apart, do you really give a monkey's what it looks like? I think not.

and the results are very good in a subtle way – but why does it double or quadruple the time to create the Amiga picture? I can't recall seeing a program with a slower F-S facility. Not much of a fault but it's there.

Apart from that, *VLab*'s software is brilliant – friendly and very competent. You can start grabbing and making pictures within minutes, of turning the machine on. Not only does it need Workbench 2, but it uses its facilities to the full.

As you begin to get acquainted with the program side of *VLab*, you soon discover that the menus contain a number of really good features. You can easily modify the area being grabbed, both in offset and also in area. For most people the limit of 720 by 612 should easily be enough.

To help grab exactly the right frame from a video, an on-screen preview image is displayed on the screen. This is a small black-and-white window showing roughly what the video recorder is playing – but be warned, it's a bit rough and ready. Assuming you are familiar with the video material you are grabbing from, it's not too much trouble.

The monitor can be set to play all the time, or shut down when VLab has a lot of mathematical conversion work to do. The monitor is not a gimmick, but it does seem a bit trivial until you master its idiosyncrasies.

Other features: you can set VLab to deal with the appalling synchronisation quality of most home video recorders very easily. You can also set filters up, to suppress signal noise and get the best quality grabs. The only thing missing is a colour separation facility so that you can tweak the colour levels (a lot of videos bleed red and have very dull blues). But that can be accomplished by separate software like paint programs and image processors.

It's early days and only the first version, but *VLab* does look a very desirable and worthy product. It provides the facilities of more expensive products; gives better quality at grabbing due to its technical superiority; and it's really fun to use too! With the software's few rough edges smoothed I would expect *VLab* to be the digitiser of choice for all those who have a capable machine.

VLab V1.0

SPEED ●●●
Generally quite good, but it's a difficult task – don't expect instant results though.

DOCUMENTATION ●●●
Assuming a reasonable translation, a thick technical index with a small bit for the end user.

ACCESSIBILITY ●●●●●
Easy to work with, you can turn off the warnings and messages when you're competent enough.

FEATURES ●●●●●
Doesn't try to be too complicated, and everything that there is has a purpose.

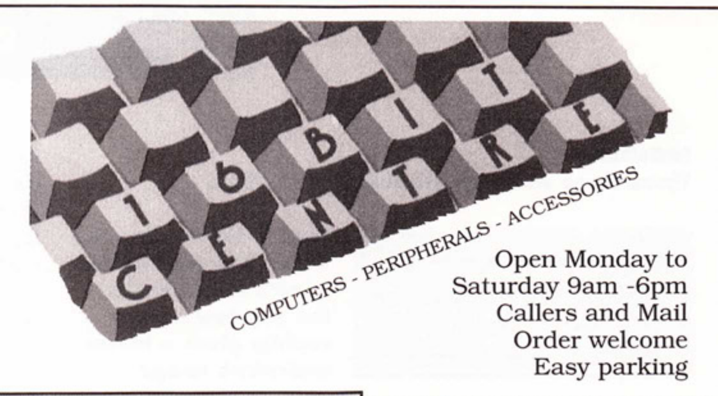
VALUE ●●●●●
A frame grabber at roughly two thirds the price? Sounds good enough to me!



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There's one area of Amiga graphics which has been much ignored, and that's the potential for high-quality illustration provided by structured drawing. Now that could change, as **Paul Wilson** discovers…

Expert Draw

Structured Drawing ■ £69.95 ■ HB Marketing

ASTONISHINGLY, THERE'S ONE area of creative use in which the Amiga has never really been given its due, and that's in what's commonly called 'structured drawing'. We've got paint packages aplenty and video titlers coming out of our ears, covering a range of complexity and to suit a range of pockets: but structured drawing remains neglected.

For the uninitiated, structured drawing is the high-quality professional solution to getting clean, sharp illustrations out of a computer. It works in a very similar way to outline fonts in DTP, based around drawing curved or straight lines to create objects, then filling them in with colour.

The important thing is that all pictures are stored as mathematical data rather than a bitmap, so any part of your picture can be picked out and changed at any time even if you load it from disk long after the picture was created. It also means that you can make an image as big as you wish without the outlines of the picture getting all 'jaggy' and that your pictures will always print at the highest possible quality that your printer can provide. No nasty pixels, you see!

Structured drawing is the natural partner for DTP, giving the ideal way for professional, high-quality illustrations for the complete page. The quantity and quality of DTP programs around now (see last issue's reviews of *PageStream 2.2* and *Professional Page 3*) makes it particularly surprising that the structured drawing area has been so much ignored.

Until now, only Gold Disk, makers of *Professional Page*, have competed seriously in this area with their *Professional Draw* package. Good though *ProDraw* is, it's expensive and not completely satisfactory. New Horizons entered the arena with their disappointing Design Works, which couldn't be excused its inadequacies by the fact that it was supposed to be 'entry-level'.

Expert Draw looks as if it could make a big difference here. Translated from the original German by importers HB Marketing, it is fully-featured enough for professional use and yet at the same time it's not horribly expensive. It could even be cheap enough to be a good starting-point for exploration by newcomers, opening up a new area of Amiga use. Can it live up to expectations? Read on…

EXPERT DRAWING is available from HB Marketing: 0753 686000



All that you would expect from a structured drawing package is here, especially the ability to distort and shade, as done with the text in this image. Parts of the image can be selected independently and sized or reshaped at will, with no loss of quality.

EXPERT DRAW is available from HB Marketing 0753 686000

The program loads at a reasonable speed from floppy, and noticeably faster from hard drive, but once it has loaded it has the advantage that it hardly accesses the disk at all, except when you change a font. First impressions are that it looks very similar to a DTP package: most of the screen is a blank page and it has a toolbox on the right-hand side which can be moved around, and its position saved as a new default setting.

Working from the toolbox and the menus, most of what you'll want to do is more or less self-explanatory, but when you get stuck the in-depth 47 page-manual has a lot packed into it, especially when you consider how much the program has to offer you, and is generally pretty good.

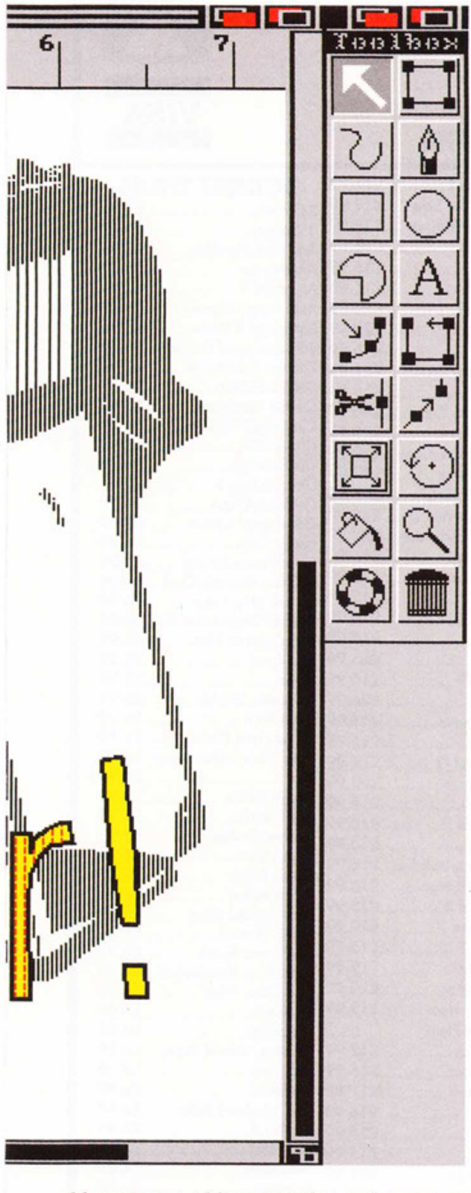
The toolbox contains standard tools for drawing all manner of lines and shapes, most important of which are the 'bezier curves' which allow you to drag a shape around to produce smooth, fluid curves.

Other handy tools allow you to add text, fill in areas with colour and rotate objects, as well as deleting unwanted shapes or lines and undoing your mistakes. Also incredibly important are the tools that let you add points to a shape (so that you can drag them out into a new shape) and close up a polygon so that you can colour-fill it without the colour bleeding. Once a shape or group of shapes is drawn, you can select a tool which allows you to reshape and resize them en masse, although unlike distortion (see below) this keeps the proportions intact to some extent.

First operation with a new drawing is to set your page size. You can then choose to work on a grid, making it easier to align objects, and zoom in at variable levels of magnification on your drawing. There are three ways of viewing your picture: Wireframe shows only outlines and is the quickest for working with; Show Tangents adds in the control points for you to reshape objects; and Black and White gives a full shaded or coloured image.

When you're drawing, a number of different requesters can be pulled up to alter the attributes of the tools that you are using: changing the angle by which rotations are made, altering which font is being used, changing the thickness of lines and colour of fills, and so on. All of these are straightforward to use and effective.

One thing that is very important in a structured drawing program is that you must be



able to group objects together and move or edit them as one. *Expert Draw* refers to such groups as compound objects and allows you to create them and later separate them into their original objects.

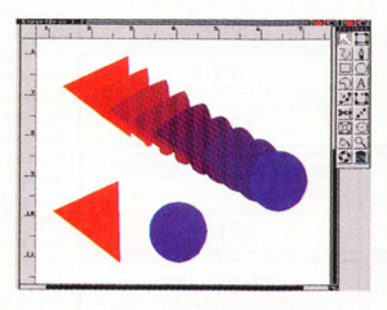
When you add text, the structured outline fonts are treated as objects too, so you can resize and reshape them at will, which makes the program immensely useful as a way of styling type for DTP programs.

In typical professional style, load and save menus are referred to as 'Import' and 'Export'. *Expert Draw* will load in three formats: from the older Aegis Draw program; from Clip, which basically means the standard *Professional Draw* format used by all DTP structured clip art; and Vector Trace, a format used by the program's built-in Trace feature to convert bitmapped images. It can save as EPS Postscript files, in Clip format, or save the screen as an IFF for use in a normal Amiga paint program.

Four special features are particularly impressive. Metamorphise will change one object into another, which is quite rather nifty. Colour Blend gives your fills those spectacular graduated ranges of colour that computer artwork specialises in, a bit like airbrush work.

A PARTICULAR SPECIALITY

While *Expert Draw* has all that you would expect from a good structured drawing package, it also has a number of extra goodies tucked away in the Specials menu. Also available here is 'Vector Trace', which loads IFF bitmaps and changes them into structured pictures, but we'll just take a look at the others...



The Metamorphosis feature gives you the ability to transform from one shape to another. The only limitation is that the two shapes must be made up of basically one set of linked lines: so transforming a letter 'V' to an 'M' is quite easy, but the program can't do 'V' to 'O', because an outline O is made up of two circles. Notice too that the metamorphosis also blends the colours of your inbetween steps from that of your start object to that of your end object.



One really nice feature of the program is its ability to wrap text on to a curved shape, as you see here with the circle. Distort can be used to squeeze any object around, either using a requester to type in values (which can help give an excellent perspective effect) or to stretch stuff around freehand.



Color Blend produces a range of colours from the first object in your set to the last. First we have to set the first object to a different colour, like the blue D here. Then we select the whole set, use the Colour Blend menu option, and we're away. Notice that the colours used are hatched (a blend of two colours) because they are just an on-screen representation, working with 16 colours. The real colours represented by the screen can be set through the full range of RGB colours, or as CMYK process-separated colours, as used in the print industry.



As well as repeating an object, this allows you to set angles of rotation in three axes as well as shifting the duplicates around the page. What this means in practice is that you can perform all sorts of whizzy effects, like perspectives shift and amazing Spirograph-style patterns. Very neat.

Duplication allows you to simultaneously rotate and resize an object. Finally Distortion allows you to select an object and twist it about to create interesting new shapes.

Generally, the program is simple and enjoyable to use and it is effective and quick in operation. There are only a couple of minor niggles that let it down.

It comes with two fonts , Times and Helvetica, but these are both in its own format and incompatible with other outline fonts. HB Marketing will supply you with a program to convert Soft Logik's *PageStream* fonts for use in *Expert Draw*, which will increase the choice considerably, but at a cost of around £40 this has to make *Expert Draw*'s low price seem less of a bargain.

One inevitable problem when you are working on a complex picture is that the screen insists on updating when you do even a very simple operation, like selecting an object. Sitting and waiting for the screen to redraw on these occasions is a real irritation, so some way of avoiding a redraw when no object's position has been changed would be useful.

Although you can resize as many objects as you want at the same time – even your whole picture – you cannot resize compound objects in colour. It loses its colour and unfortunately there seems to be no way of making the picture colour again, except filling each individual box again.

While there is an enormous range of keyboard shortcuts to make the selection of a new drawing operation easier, it's annoying that too many of these are obscure and ignore the established conventions adopted now by so may DTP programs. A shame.

Despite these irritations, in terms of all the most important factors – features, presentation and speed of operation – *Expert Draw* is a definite step in the right direction for structured drawing on the Amiga. Font compatibility apart, it sets new targets for *Professional Draw* which is soon to appear in its third version. And the price means that even complete novices can give structured drawing a bash. On the whole, this has to receive an enthusiastic recommendation. AF

Expert Draw

SPEED ●●●●
Could have been slightly faster with the screen updates, apart from that it's impressively rapid.

DOCUMENTATION ●●●
Serves its purpose if tending to jargon, although the program is fairly self explanatory.

ACCESSIBILITY ●●●
Reasonably straightforward and easy to use, the keyboard short cuts were a tad disappointing.

FEATURES ●●●●
The fonts supplied are a bit of a let down, but special drawing operations are remarkable.

VALUE ●●●●
Good value for money, but the price of the font converter takes the edge off in practice.



86%

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Since it appeared last year, Impulse have been orking hard upgrading and improving their 3D nodelling and rendering masterpiece. Now all eir efforts are gathered together in one vision. It's second-time around for **Brian Larkman**.



Imagine 2

3D Modelling and Animation ■ £269 ■ Impulse

IMAGINE **WAS ALWAYS** graced with a profusion of editors and more ways of picking objects and points than an octopus had for picking his nose. At first sight not much seems to have changed. The interface has been given the 3D button treatment and coloured them amber; contrasting with the charcoal screen. All of the editors and most of the tools look the same. It is only when you compare the modelling interface with the old version that the extent of the changes becomes apparent. Editors that worked well before can now be carefully tuned so that every tool falls exactly to hand. This is the sort of upgrade that makes sense – not new tools but better tools.

The most important improvement to the interface is the addition of a 'button' strip across the bottom of the screen in all editors. Here text icons have been provided to control rotation, scaling and movement of selected objects and axes – previously only available as key presses. In addition, any frequently-used menu command can be 'iconised' via the Preferences editor, and placed on the button strip. This customisation is so easy to set up that buttons can be added and removed to suit particular jobs. For example, if you have built a simple model of a cow and want to add form and character with the Magnet tool, both this and the Magnet setup requester can be added to the strip making them readily available for quick changes of parameters.

Perhaps the worst new feature is the dreadful drop-shadowed font used for menu selections. The effect is that the menus look out of focus. Ugh! On the positive side though, most editors can now do a Quickrender in full colour so you can easily keep track of what an object or scene really looks like.

The Forms editor allows objects to be constructed using front and side views with a cross-sectional (slice) view. Originally, only a single cross-section was allowed. Now, any 'slice' can be made editable and, much like the other views, several levels of symmetry can then be applied. Once several slices have been changed, all of the in-between slices will reflect a gradual transition from one shape to the other.

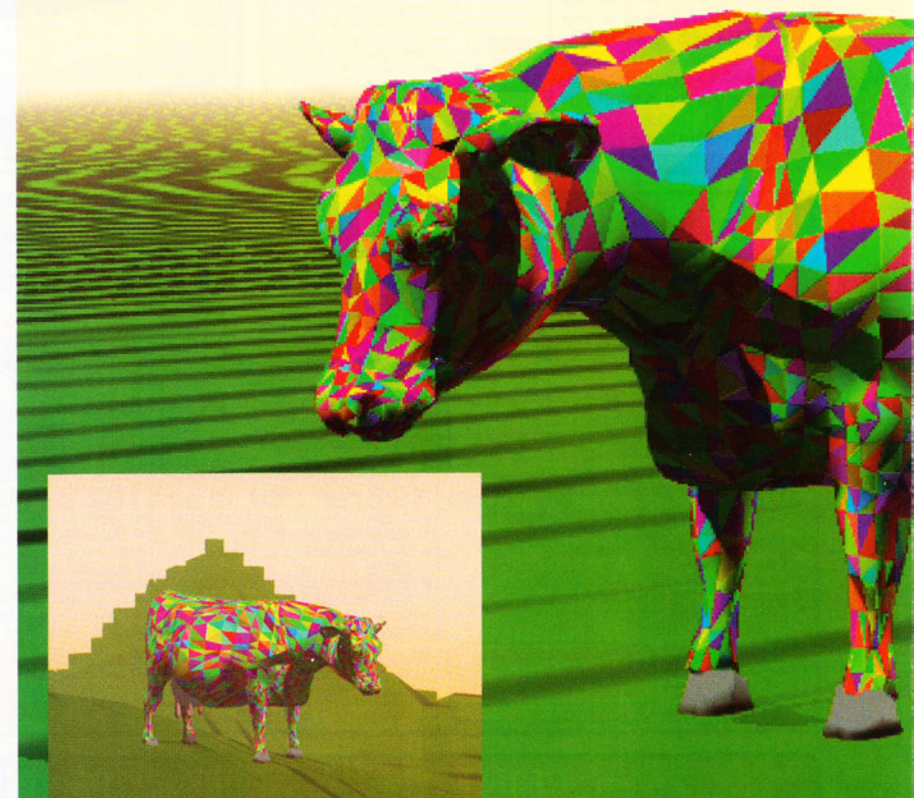
For example, imagine eight circular disks of various sizes arranged horizontally one above the other so that from either side the overall impression is a sphere. If the top disk is made a key slice and edited to a star shape, all the others will change profile so that the sphere looks fluted from top to bottom. If the centre disk is changed back to a circle, the in-between disks will show a profile transition from star to circle. If the bottom disk is edited to a square, the transition from centre to bottom will be circle to square. What makes the tool so versatile is that both the side views can be edited, and symmetry does not have to be maintained, so some exotic natural forms can be produced. The possibilities are endless.

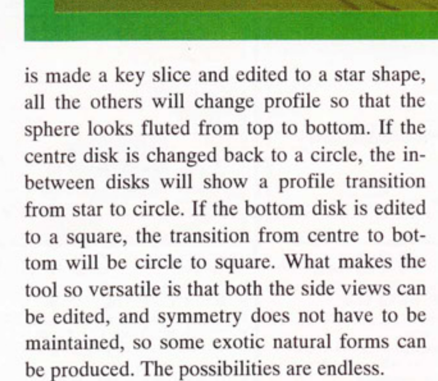
Once a Form has been designed it can be saved for later Form editing or loaded into the Detail editor for point editing. The Detail editor is more versatile than any editor in any 3D package. For the experienced user the package is very powerful and well worth the effort required to master it. Using *Imagine* it should be possible to model anything from a water buffalo to a water molecule.

Any individual point or set of points can be selected with a click, a rectangular drag or a freehand lasso. Similarly any object or set of objects can be selected – via their axis point. Once they are all selected they can be Grouped so that several objects act as one. All of the normal transformations can then be applied: move, scale, rotate, spin, sweep, extrude, skin etc. Objects can also be conformed to sphere or cylinder shapes. In *Imagine 2*, several of these tools have added parameters, eg Conform to Path spreads the selected object along the path, Replicate makes multiple copies of the object as if it were extruded but without joining the copies.

Points, edges and faces can be manipulated in other ways. Pick Range allows a range of points to be selected with a step. If the step is one, every other point is selected, if it is two every third, three every fourth etc. If a small area needs to be enlarged or distorted in detail, there are often too few points to make smooth transformations. Fracture will double the number of faces in any selected area, increasing the 'resolution' of the object at that point.

Grouped objects can be un-grouped, but if you want several objects to be permanently linked they can be Joined. If a number of points or sides coincide after joining, the Merge command removes surplus points saving memory and making a smoother join. If you need to break the object up again, Join is irreversible but Slice and Split will divide the





Fog Length (entered in the Attributes requester) determines the distance at which an object is half obscured by fog. As you can see here there is far more atmosphere; the clean and smart look of most computer graphics has been avoided. The inset shows that there are a few problems when rendering objects in fog (blocks of colour behind the cow) but these should soon be overcome. The 'quilt' look is obtained by selecting Randomise Colours in the Attributes Requester.

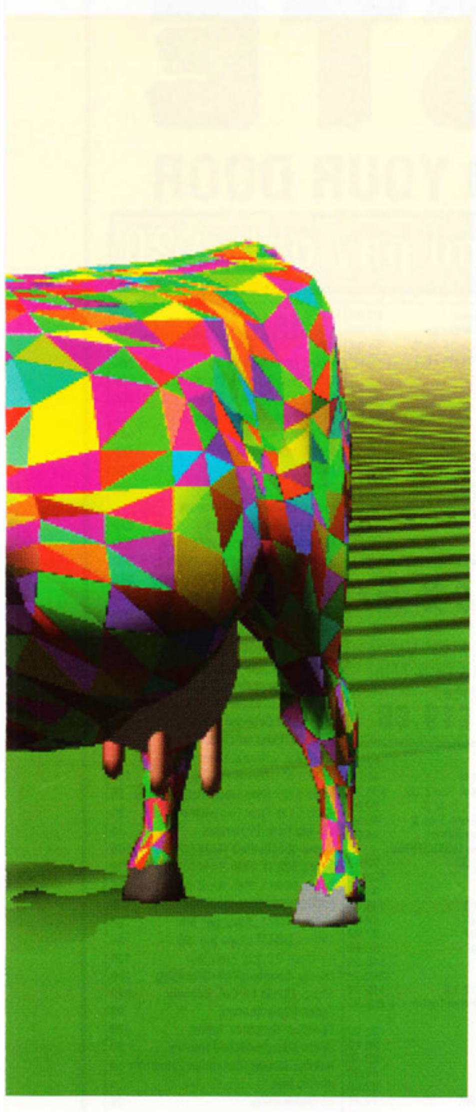


IMAGINE 2 is available from Computech 0702 206165

Until the end of June, *Amiga Format* readers can get a 40 per cent discount (£164.95)

THE IMAGINE USER GROUP

If you want to know anything about *Imagine* the people to contact are the Imagine User Group at 16 The Green, Newton, Cambridge CB2 5PL. Tel 0223-872591. Membership is £20 per year. For that you get a disk of objects, images and a regular newsletter.



object in various ways. Slice performs a careful Boolean operation, creating new points, sides and faces along the junction of the break; Split is more destructive, it splits selected points and faces away from the object.

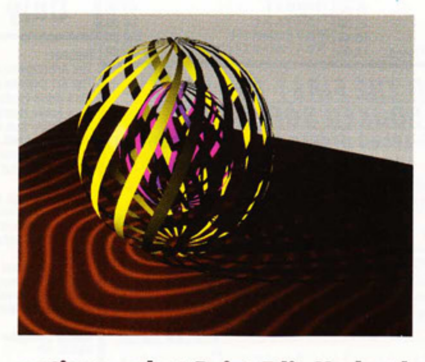
In fact, such breaks are not always necessary because selected points in an object can now be defined as a sub-object that can have its own Attributes, though the whole object is still limited to four textures and four wraps in total. Object Attributes remain unchanged apart from two features – default parameters and fog – but these improve ease of use and the quality of rendering. Default parameters for all Textures help the novice and relieve some of the fatigue that experts are faced with when using a lot of different textures.

Saving attributes still leaves out all of the Texture and Wrap information so transferring one set of attributes to lots of objects remains a chore. Come on Impulse, many other software writers have managed to produce an easy-to-use set of complete materials, (Pixar's *RenderMan* for instance). There is one way to overcome this; if you design a really good material, marble for instance, save the object as usual, then select and delete all of the points, NOT the whole object. You will be left with an axis with the attributes attached. Save this to a separate Materials drawer. To apply it

A NEW IMAGE



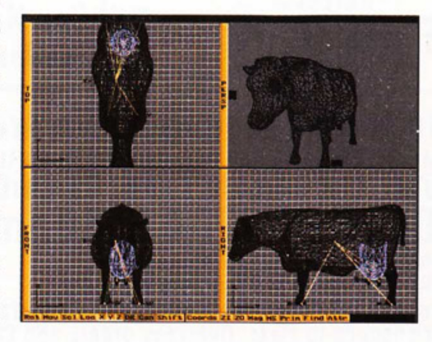
Just to prove that Impulse's legendary render-engine is still the best there is. The basic cow was given most of those luscious curves using the magnet tool. The world fragment was created as one piece in the Forms editor and then given a little roughness in Detail. The junction between green and brown retains its sharp profile because those edges were made sharp in the Detail editor. This tells the Phong shading not to apply to the selected edges. You can also apply Phong to a few edges of a largely faceted object using Make Soft. The Star field is applied as a Global setting in the Action editor. It would be nice if the distribution of stars could be made much less regular – another global parameter perhaps? The deck of the ship was made into a light source to lighten that area evenly, without casting shadows.



Pick Range allows a range of points to be selected with a step. A step of two was used to delete points on the spheres shown here. The procedure used was: make a ball with 48 circle sections and 24 vertical sections, select Point Edit Mode, then Pick Range and make the third number – the step – equal three, then delete every selected point.



One of the really powerful aspects of *Imagine* is the Magnet tool. It was used here to pull Beethoven's face into a bizarre, but convincing distortion. By morphing this change as an animation it would be easy to produce *Terminator 2*-type effects. The marble texture is produced with three texture maps using the Wood texture with different parameters.



The Detail editor is shown here just as an example of the new look that is in the form of *Imagine 2*. Notice the button strip at the bottom of the screen. All of the buttons to the right are user-defined.

to another object; load the object, load the material axis and position it close to the objects axis, multi-select first the material then the object and simply join them. The object will now have ALL of the attributes of the material. The problem with this method is the size, orientation and position of the textures and wraps may not be right for the new object plus you will have to correct them by hand. In most cases though, with similar sized objects all will be well.

Also in Attributes, Fog Length defines the distance at which an object is half obscured by fog. Scenes can now be given far more atmosphere, getting away from the clean, crystal-clear look that characterises Amiga computer graphics. At the moment there are a few problems when rendering objects in fog but these should soon be overcome.

Apart from the global system changes like the 3D buttons, the button strip, access to the Preferences editor, plus Quickdraw and Quickrender in most editors, very little has changed in the Cycle, Stage or Project editors. Cycle objects can now be set up in the Detail editor and animations can include acceleration (ease-in and -out). There are several new animation effects – Fireworks, Flash and Boing – and two new textures – Waves and Pastella.

The three important aspects of a 3D modelling system are the feel of the interface over a long session, the flexibility of the modeller and the quality of the rendering? Impulse have always had rendering well sewn up, right from the *Silver* days, so apart from a few problems with fog, *Imagine 2* is unchanged in that area; which leaves the interface and the modelling. It is here that most of the new features appear.

The interface will never compete with *Caligari* until it has an editable perspective view, though the button strip is useful. But *Imagine* now looks good and is quick to operate. The real modelling power of *Imagine* is in its object editors – Forms and Detail. These now make *Caligari* look ridiculous and *Real 3D* rather weak in comparison. At the moment it feels as though you could make anything in *Imagine*. You are only limited by your imagination. *Imagine 2* has re-established itself as the Amiga's number one 3D system.

Imagine 2

SPEED ●●●●
Very fast redraw – *Imagine 2* offers the fastest true ray-tracing available.

DOCUMENTATION ●●●
A proper book this time. Good for beginners but too wordy – poor reference and index.

ACCESSIBILITY ●●●
Rather dense to get into with so many editors but well worth the effort.

FEATURES ●●●●●
Absolutely chock full with virtually everything you might need.

VALUE ●●●●
Very good considering the features – especially the current 40 per cent deal.



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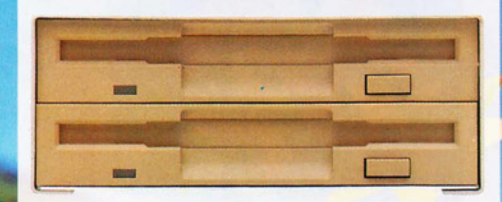
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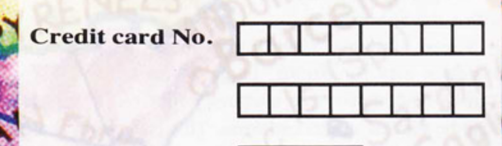
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OK, it's not a very seasonal picture seeing as the majority of the population are currently getting out their bucket and spade and jetting off to Greek isles, but this work of art is included with *TVPaint* and illustrates well the graphics effects you too can achieve on your Amiga.

Of all the pages, in all the magazines, **Brian Larkman** chooses this one to illustrate the update of the paint program that has a certain je ne sais quoi...

TV Paint 1.6

True Colour Art Package ■ £940 ■ TecSoft

***TVPAINT* WAS DEVELOPED** from scratch by the French company TecSoft in just three months last year. Development has slowed down, but it's still improving version-by-version. In our first review (Issue 27) it was a joy to use but there was no gradient fill, ellipse or brush distortion. Version 1.6 has taken care of these and added some excellent new tools.

Gradient Fill has now been implemented, though more types of gradient would be useful. Linear and circular types are provided but not the logarithmic gradient necessary for rounded surfaces. Up to four cycles can be set in the Cycle requester, provided the required gradients of colour are produced in the palette. A more elegant solution like the colour 'beads' used in *Deluxe Paint IV* could surely have been devised. Once the cycle ranges are set up they can be used for fills when the respective buttons are selected. All filled tools can use the gradients, and the direction of the gradient is set by a line from the centre of the object indicating the pseudo-light direction.

Brush distortion has been provided but only as a 'brush fill', controlled from the Cycle requester. Any current custom brush can be wrapped horizontally, vertically or both. Only one brush can remain in memory at once. Drawing a perspective box allows a sort of perspective, but real distortion, bending, skewing and true perspective are sorely needed. The ellipse tool now works normally, though it is not possible to rotate the shape other than as a custom brush. Other new features are several new modifiers and modes: Light, Shift, Dither and Grain; a complete control panel for the Airbrush; Big Screen; new load and save options including JPEG compression and support for AREXX and an 8-bit Alpha channel.

Light allows areas to be lightened smoothly and highlights added. Shift is a powerful way to shift or flow areas of the screen around smoothly. By using Shift the corner of a mouth can be lifted into a smile, a nose lengthened slightly, all without noticeable distortion. Magic! Dither and Grain are great for adding real-life texture and 'grime'.



This whole drawing is produced by selecting one AREXX script with a single key press. It looks very much like all of the drawing operations were stored as a macro, recording all mouse moves and tool selections as they were made. If this is possible without writing a script file the possibilities are quite endless.

The new control panel for the Airbrush adds even more flexibility and unique power to an already beautiful tool. The Airbrush controls resemble the Density's in that they provide a graphical profile of the spray pattern that can be defined by the user. Also both panels have a set of predefined shapes that can be applied to the profile. These give the spray pattern a level of complexity that could never be simulated with a real airbrush.

Big Screen allows a SuperBitmap to be loaded area-by-area for editing. Large 24-bit scans can be de-compacted to temporary files which can be viewed in reduced form. This is then loaded at full size for editing and saving. If the Shift Mode seems like magic then JPEG compression seems like a miracle. After a year of keeping 24-bit images small, it seems amazing to fit 10 or more large pictures on a one meg disk with no loss of detail. *TVPaint* now offers JPEG and TVDC compression as well as DEEP, Rendition (*Caligari*), in addition to the standard Amiga IFF file formats.

Although it only displays 24 bits of colour, the ACS Harlequin board is actually a 32-bit buffer. The extra 8-bits are used as an Alpha channel. This works like this; if you want a custom brush to blend into a background you either anti-alias the edge or better still you make the pixels at the edge partially transparent to the background. *TVPaint* can do this by using Rub Thru or Transparent mode, bringing the image from the spare screen using a soft-edged density setting. If the custom brush or foreground image is placed over a genlocked image coming from a live video source, the jaggies at the edge cannot normally be anti-aliased; the video replaces just the single background colour. With an Alpha channel an 8-bit mask can be created to tell the genlock how transparent to make the foreground image. In theory the Alpha channel can also be used to make a semi-transparent stencil for the working screen, but with very poor instructions, it is impossible to fathom out how!

The final new feature is AREXX support. Up to 10 AREXX command scripts can be resident at once – launched via a menu or a key press – and any other command script can be loaded from memory or typed in. Presently all of the scripts included perform predetermined routines without any user input. However it is possible to write a script to set up a particular set of parameters and produce your own specialised tool or image processing effect.

The new attributes have managed to make *TVPaint* immensely powerful and the slickest of all Amiga paint programs.

TVPaint is available from Amiga Centre Scotland 0896 87583

TVPaint 1.6

SPEED ●●●●
No faster than version 1.0 – but still as fast as *Deluxe Paint III* – with 16 million colours!

DOCUMENTATION ●●
Still being added to – but a proper manual is promised. About time too for all that cash.

ACCESSIBILITY ●●●●●
Still beautiful though a few of the functions are in curious places.

FEATURES ●●●●
Still getting better but some functions need more user control.

VALUE ●●
It is getting cheaper but it is still a little bit too expensive.

AMIGA FORMAT Verdict **89%**

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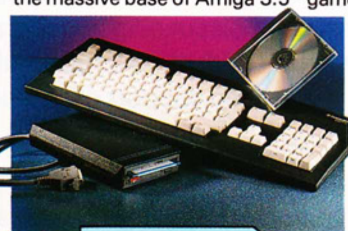
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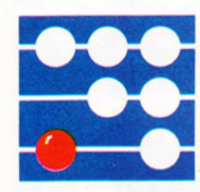
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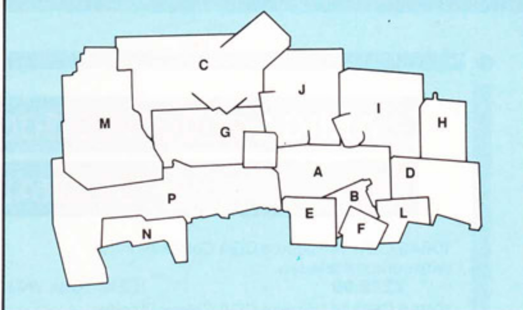
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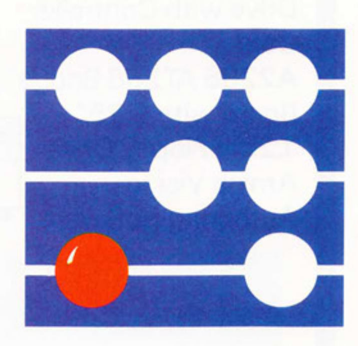
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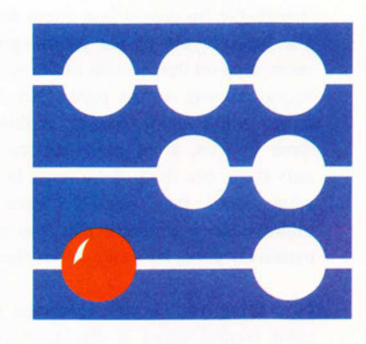
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Fractal landscape generation programs just keep on getting better and better. Join **Marcus Dyson** as he takes a look at the w-and-improved version of an old favourite…

VistaPro 2

Fractal Landscape Generator ■ £69.95 ■
Virtual Reality Laboratories

IF YOU BOUGHT Issue 33 of ***Amiga Format*** you'll know all about *Vista*. We gave away that excellent landscape generation program as part one of the ***Amiga Format*** Collection (If you missed it turn to Page 156 now for an opportunity to get into fractal landscapes for a bargain-basement price). *VistaPro 2* is the latest version of the full-blown, all-singing, all-dancing True-Colour big brother of our Coverdisk program.

Of course if you didn't buy Issue 33, not only will you have no copy of *Vista*, but you also may have no idea of what this fractal landscape business is all about. For you people we'll quickly recap: fractal landscape programs use a combination of artificial intelligence and chaotic maths to create a picture that looks remarkably like the real world.

They start off with a file called a DEM (Digital Elevation Model) which is really a computerised Ordnance Survey map, the program then uses maths to work out what the terrain will look like. Whether it should have grass, rock or snow coverage, what the light and shade should be like etc, it will then draw out a picture. Of course you don't have to start with a DEM, you can use a random number as a fractal seed, and the program will create a landscape unique to that number. To newcomers this may all seem a little far fetched, but just take a look at the picture on the right if you find it hard to believe. This picture was created from scratch on the Amiga using *VistaPro 2*. It is a randomly-generated landscape, there is nowhere on earth that looks like this, unless of course, you know better.

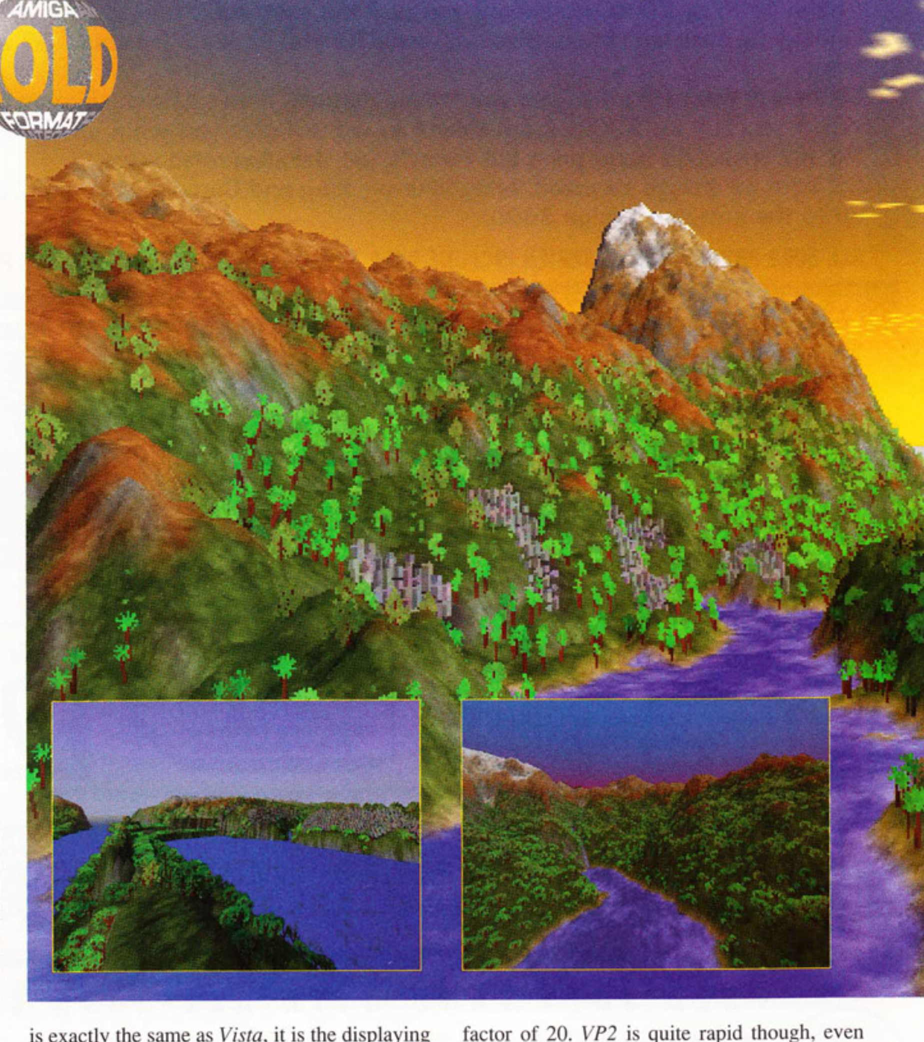
When you first boot *VP2* it bears a remarkable similarity to *Vista*, well maybe it's not so remarkable because it is a direct descendant . The basic layout of the control panel is the same, map on the left side of the screen, push-button console on the right. One of the first things you'll notice, though, is that there are more buttons, a lot more buttons. This can only mean one thing, a lot more features. But what could they possibly have done to improve on a program that was already so massively good, let's take a look shall we?

One thing you're sure to notice is that the main control panel is displayed in interlace mode. All those extra buttons means *VP2* needs all that extra resolution, but don't worry about interlace flicker because it is only slight. The process of loading and saving a landscape is exactly the same as *Vista*, it is the displaying and manipulating that varys greatly. Whereas *Vista 2* only allows the addition of coniferous trees to your landscape *VP2* goes not one, but three better, by offering you not only deciduous trees, but cacti and palm trees as additional options.

The addition of trees or buildings to a landscape can be heavy on processing time however, possibly lengthening a render by a factor of 20. *VP2* is quite rapid though, even on a standard Amiga 24-bit pictures are rendered very swiftly. In fact, it is faster than *Vista*, even though it is working at a higher colour resolution. If you have an accelerator *VistaPro* will make capital of the fact. The disk contains two separate programs, one designed for a standard 68000 machine, and one for faster processors. Whilst they look and behave exactly the same, *VistaPro.881* can

VISTAPRO 2 is available from HB Marketing 0753 686000

***VistaPro 2* is available for £39.95 to readers who send in their *Amiga Format* Coverdisk 33.**

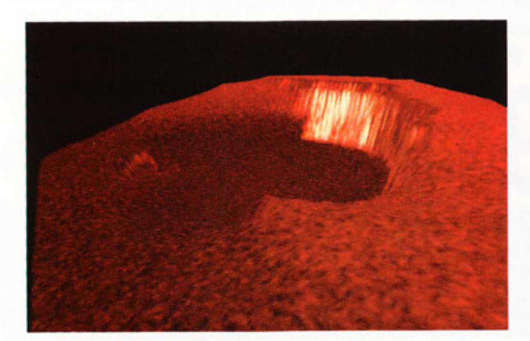


The addition of trees (in four flavours) and buildings, along with the ability to control the altitude of the terrain make VistaPro2 the best landscape generation program available to date.

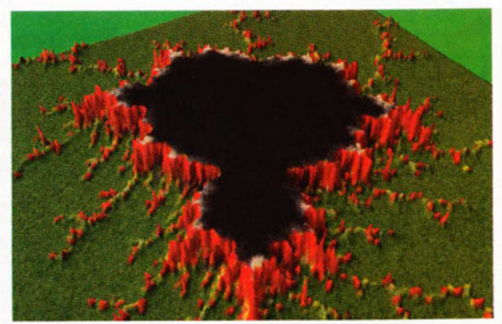
IS THERE LIFE ON MARS?

***VistaPro2* won't end the on-going debate about extra-terrestrial life, but it will give you a chance to look at some fairly alien scenes. The landscapes disk that accompanies the *VistaPro 2* program disk includes a file called Mons.dem, which is a landscape file of the Olympus Mons, a long extinct volcano on the surface of Mars.**

Other files on the disk include Julia.dem and Mandelbrot.dem, both of which are landscape files created from fractal mathematic sets. These files show just one or two of the more unusual uses *VistaPro* can be put to.



The 18km high (500km in diameter) Martian volcano Olympus Mons, as rendered by *VistaPro 2*.



You won't find anywhere on earth as strange as the Mandelbrot set rendered as a 24-bit landscape.



make use of the number-crunching power of an accelerator with a 68881 maths co-processor. This is very nice if you need to render 240-bit pictures in the twinkling of an eye, but as we said it's no slouch on a standard machine. The program will run from floppies too, though a hard drive is advisable, since 24-bit picture files can easily fill a whole floppy. The program files are archived so it has to be installed onto its own disks, but the procedure is fairly straightforward.

All this speed and flexibility has a price, to use *VistaPro 2* you will need at least 3Mb of RAM, and rendering in high-res interlace mode can require even more memory. But by today's standards this requirement is by no means excessive, many serious productivity programs require more.

One very neat addition is the ability to be able to save the ColorMap of a landscape out as an IFF, then you can manipulate it in a paint package, giving rudimentary control over the features of the terrain. This way it's possible to determine where trees, snow and cliffs will appear on the picture, and this is the only way you can tell the program where to place your buildings. It makes sense that the program doesn't make arbitrary mathematical decisions on the placement of buildings, although some very interesting landscapes would probably result. In addition there is the possibility to turn the altitude map into an IFF and paint on it in the same way. By doing this you effectively create your own contour map. This method allows you to control the shape of the terrain itself. Virtual Reality Labs have a program called *TerraForm* which can be used on a DEM file to shape the landscape as you wish. Files manipulated in *TerraForm* can be rendered in *Vista*. Sound interesting? then read the review on Page 154.

The real advantage of *VistaPro* over *Vista* is, of course, the fact that it works with 24-bit files. But you will have to have the necessary hardware if you want to display them on your Amiga. This doesn't have to cost you an arm and a leg because as well as supporting conventional 24-bit boards (like the Amiga Centre Scotland's *Harlequin*) *VP2* also let's you use the *DCTV* and HAM-E budget True Colour systems. You don't need to have the ability to display 24-bit images to be able to use them though. You could import *VistaPro* 24-bits directly into a DTP program and output them to your printer as True Colour images. And that's exactly what we've done with the pictures on here, and I think you'll have to admit they are pretty impressive.

Possibly the most disappointing thing about the *Vista* family of programs has always been their weakness in the field of animation. Sure, it is possible to create an animation with *Vista*, but it involves writing a script to move the camera and re-render, then save a picture for each frame. Not the most simple way of doing it, that's for sure. It is for this reason that the program *Scenery Animator* from Natural Graphics has always been a worthy competitor to *VistaPro*. Virtual Reality Labs have addressed this problem though, and the *MakePath* program, which is an add-on to any of the *Vista* family of programs, is reviewed on the following page.

Its many features and ease of use set *VistaPro 2* at the top of the hill when it comes to landscape-generation programs. While Natural Graphics' *Scenery Animator* still has the edge in animation, *Vista* walks away with the medals in every other area of competition. If you enjoyed *Vista*, you'll love this.

TOTAL CONTROL



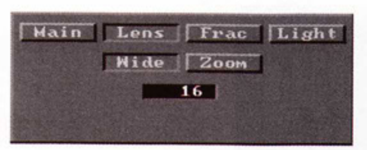
The top section of the control panel deals with the position of the camera (the place your picture is taken from) and the target (the place the camera is pointing towards). These items can be positioned in various ways, most simply by clicking on the appropriate gadget, then clicking on the map. The dr, dx, dy, dz and bank, head, pitch, range items tell you more about your camera's position in relation to the landscape.



The middle control panel gives control over the features of the landscape. From here you can control the altitude of sea level and snow and tree lines. You can add lakes and run rivers through your landscape. From here you can also control the tree feature. The Cmap button at bottom right accesses the colour palette screen which is very important in determining the look of the land.



The bottom control panel changes according to which gadget is selected from the main panel. The main panel allows selection of the rendering parameters, like the polygon size, shading detail level etc.

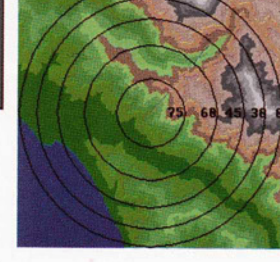


The lens panel controls the angle of view in the scene. A small number, or wide-angle lens gives a wider angle of view. Thus a larger number gives a telephoto effect.



The fractal control panel allows you to control the creation of landscapes. The random button generates a fractal seed, a random number that effects the shape of the finished landscape. Other features in this panel help control the pseudo randomness of the generation process.





The light panel controls the direction of illumination on the landscape. It is vastly improved over the system used by *Vista*. The custom gadget allows the user to define direction and inclination of the light source with a single mouse click. The Exager button increases apparent intensity.

VistaPro2

SPEED ●●●●
Fractal landscape rendering is very processor intensive but *VistaPro* is as fast as they come.

DOCUMENTATION ●●●●
There's nothing wrong with the manual, but a few more tutorials might be useful.

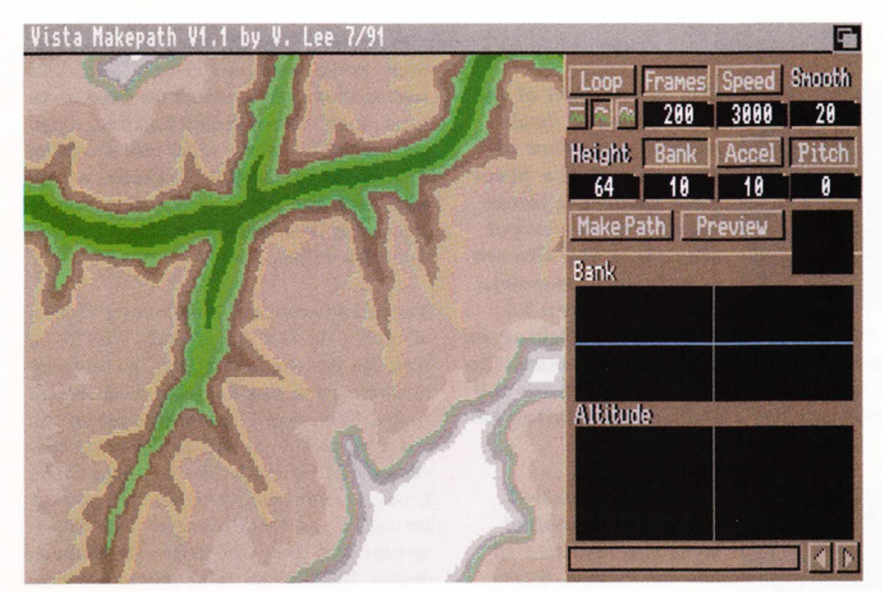
ACCESSIBILITY ●●●●●
The self-explanatory push-button control panel is a delight to use.

FEATURES ●●●●
All you can get in the way of fractal landscapes, better animation would be nice though.

VALUE ●●●●●
Excellent value, especially if you're trading up from the ***Amiga Format*** April Coverdisk.







The *MakePath* control panel is very simple, but don't let that fool you. The program itself has very powerful features indeed!

"It's very nice to go travelling (to London, Paris or Rome!) but it's so much nicer, yes, it's so much nicer if you can do it without having to leave home." Or something like that. **Marcus Dyson** discovers how to get around.

MakePath

Vista Animation Utility ■ £29.95 ■ Virtual Reality Laboratories

THE ONLY FAULT one can reasonably find with *Vista* (or *VistaPro* for that matter), is that the programs are a little lacking on the animation front. It's all very nice to be able to create stunningly realistic landscapes, but it would be so much nicer to zoom around them helicopter style, or that's what we think here in the ***Amiga Format*** offices. And it would seem that someone at *Vista*'s creators, Virtual Reality Laboratories, agrees with us, because they have just released *MakePath*, an addition to *Vista* (*Pro*) that brings powerful animation within reach of any user.

Previously to get *Vista* to animate you had to create a script (a simple computer program) telling *Vista* to move the camera and render and save a new picture, for each frame of the animation. Whilst it was possible to achieve impressive results using this method, it wasn't exactly simple to do so. *MakePath* changes all this by using a simple point-and-click interface. This allows you full control of camera motion, and when you're happy with your flightpath, it writes the *Vista* script for you.

Calling the ***MakePath*** motion a flightpath is a little deceptive, because although it can be a flightpath (Glider, Jet, Cruise Missile or Helicopter) it can also be a landbound route, either a Dune Buggy or a Motorcycle. The program has a given set of parameters which it will use to follow your animation route whilst acting with the characteristics of the chosen vehicle. For instance, selecting the Glider option will provide a very smooth animation with low rates of acceleration and banking, whereas the Dune Buggy option will provide a very bumpy animation as it hits every anticline and crevice of the terrain.

Creating a path is simply a matter of pointing and clicking on the map. Each click defines an edit point, which the computer joins together to form a spline. A spline is a three-dimensional curve, like the tubes that Bill and Ted's telephone box travelled through. You can define a spline using as many or as few editpoints as you wish, the minimum being two for obvious reasons. The number of editpoints does not effect the number of frames in the final animation, this is determined by a separate gadget. Once you have defined your motion path, and you can add or delete points at any time, you simply tell the program to *MakePath*, and that's exactly what it does.

If you want to check that everything is OK before saving your script, there is a preview button that will run through your anim in wire-frame mode for you. Once you're happy with it you simply save it to disk as a script.

If you're looking for a *Top Gun*-style embellishment for your flight path, the program can automatically barrel roll for you. Once you have made a path, simply select the add-barrel-roll option from the menu bar, and *MakePath* asks how many frames of the anim you wish to spread the roll over. Then type in your reply and voilà! instant aerobatics.

If you are at all interested in creating animations with your *Vista* program, this is the way to do it. No more slavishly working out camera angles and positions and then painstakingly creating scripts. Just bish, bash, bosh, and loadsa-anims. But it really would be nice to see Virtual Reality Laboratories integrating this facility into *Vista* and *VistaPro* versions 3. Adding 30 pounds onto the price of the packages just to get animation is a bit hefty (especially when Natural Graphics *Scenery Animator* offers it in the price), but when it's this good it is difficult to complain.



MAKEPATH is available from HB Marketing 0753 686000

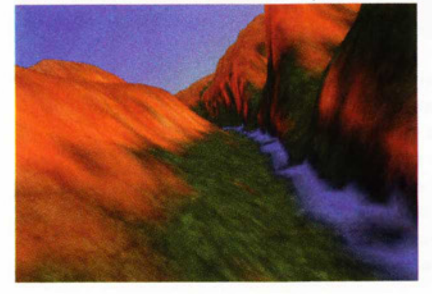
If you've ever felt like going for a spin to somewhere exotic, *MakePath* could be the program you've been looking for.



VistaPro's stunning 24-bit images of the Grand Canyon take on a whole new life when seen in motion.



Creating a barrel roll is just one of the things that *MakePath* can do with consummate ease.



Mission accomplished, now fly back to base for a quick bit of romantic interest with Kelly McGillis.

MakePath

SPEED ●●●●
The program runs very quickly indeed, no complaint in the speed department.

DOCUMENTATION ●●●●
A small and concise manual explains all of the program's features.

ACCESSIBILITY ●●●●●
If you have any knowledge of *Vista*, there is no need to even open the manual.

FEATURES ●●●●
The features are few in number, but absolutely faultless in execution.

VALUE ●●●
Not expensive, but it would be nice to see these facilities built into *Vista*.



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All the features of *TerraForm* are available from this screen. But the only feature the program has is to higher or lower the land, Populous manages to do that, and for a lower price.

Vista's fine if you're happy to render scenes from the real world, or random fractal landscapes, but until now actually controlling the lie of the land has been beyond the program. **Marcus Dyson** investigates a solution to the problem.

TERRAFORM is available from HB Marketing 0753 686000

TerraForm

DEM Editing Utility ■ £29.95 ■ Virtual Reality Laboratories

EXTRAORDINARILY WONDERFUL AS the *Vista* programs are, they still only allow you to view and manipulate saved DEM files. They don't actually let you create your own DEM files from scratch, at least not with any precision. True, you can use the fractal landscape generation features of the programs, but the button that starts this feature operating says it all: Random. You can create a DEM, but this will produce a random landscape, with only minimal control over its features.

Aware of the artistic properties offered by *Vista*, Virtual Reality Laboratories have produced *TerraForm*, a program that lets you edit a landscape via a simple point-and-click interface. Once created in *TerraForm* a landscape can be saved as a DEM file for rendering in any of the *Vista* programs.

***TerraForm* is instantly** identifiable as a member of the *Vista* family. But whilst the map is in the top left of the screen (the now familiar place for it), the control panel, which is usually on the right of the layout, is now at the bottom of the screen. Now the right side of the screen is occupied by a 3D view of a (user-definable) section of the map.

All the program's features are accessible via this screen, only file-handling tasks require the use of the menu bars.

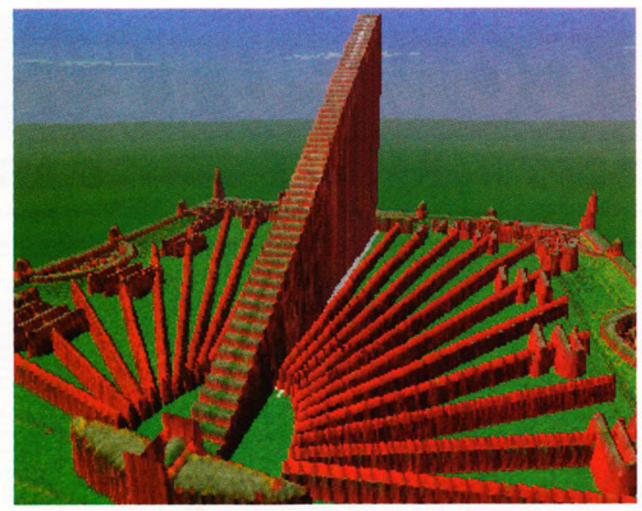
TerraForm is essentially a paint program, but instead of applying colour to the picture the mouse pointer distributes areas of increased or decreased altitude. And rather than using an eraser to remove mistakes, you use a steam roller. Having touched on the subject of mistakes, it is worth mentioning that one thing the program lacks is an undo facility. If you do make an error, unless you have saved your landscape recently, there is virtually no way to correct it.

The control method is simple enough, just click on the mountain icon, then on the map. Unless of course you want to dig a hole, in which case you click on the crater tool (rather humorously represented by a nuclear mushroom cloud) and then on the map. These tools both change the landscape (positively or negatively, respectively) by an amount controlled by the diameter of the brush, and the range of heights in the current map. Both these parameters are under direct user control.

A further set of diametrically-opposed tools can then be used to either roughen or smooth your landscape, according to your specific preferences.

Despite the controls being simple enough, it is fiendishly difficult to get exactly the result you desire, since the height a mountain will achieve depends on how quickly you cross the area the mountain occupies. If you paint slowly, the mountain becomes higher, if you paint quickly the mountain is a low one. Whilst this makes a row of mountains have a natural, range-like appearance, it can hinder precise landscape control. Using the brush function gives absolute control over the altitude, but doesn't draw realistic-looking hills, so it is only a partial solution to the problem.

Using the brush gives terraced hills, which are quite attractive, but not ideal for most uses. It is very good for adding structures to your landscapes though, dams are particularly easy, bridges unfortunately aren't



With practice it is possible to create stunning pictures with *TerraForm*, like this walled garden/sundial. One of the things *TerraForm* does best is add structural shapes like dams to a landscape.



This stone circle is another example of *TerraForm*'s capabilities, each monolith is 500 metres tall, the trees are 100 metres. Unfortunately you can't add lentils to the structures to make them truly Stonehenge style.

Whilst *TerraForm* may seem a worthwhile addition to your ***Amiga Format*** issue 33 coverdisk, I would recommend all would-be Slartibartfarsts to buy *VistaPro 2*.

VistaPro 2's ability to save the altitude map out as an IFF allows as much control over a landscape as *TerraForm*. And the program's other features make it an absolute bargain. AF

TerraForm

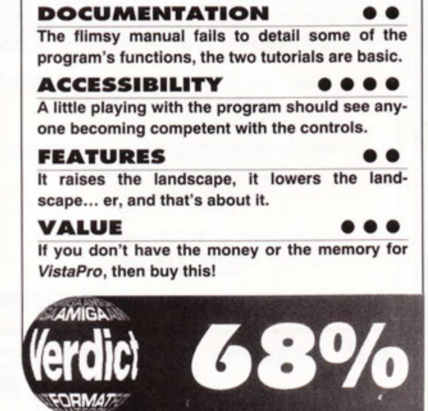
SPEED ●●●
Chugs a little when editing large areas of terrain, takes a while to catch you up.

DOCUMENTATION ●●
The flimsy manual fails to detail some of the program's functions, the two tutorials are basic.

ACCESSIBILITY ●●●●
A little playing with the program should see anyone becoming competent with the controls.

FEATURES ●●
It raises the landscape, it lowers the landscape... er, and that's about it.

VALUE ●●●
If you don't have the money or the memory for *VistaPro*, then buy this!





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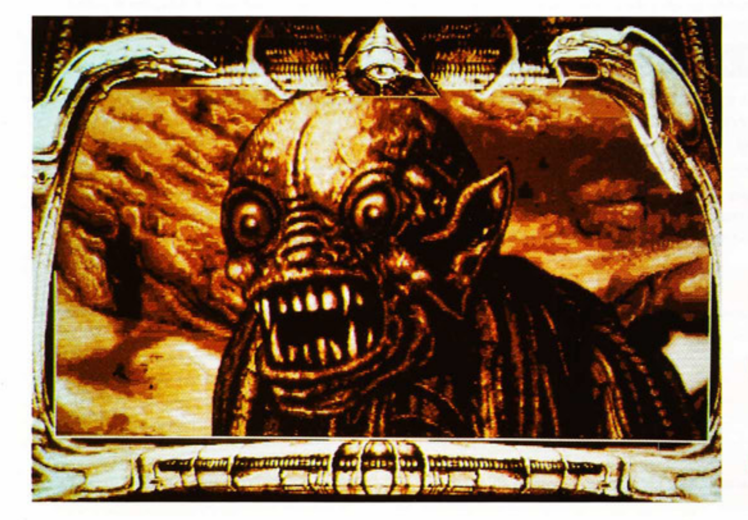
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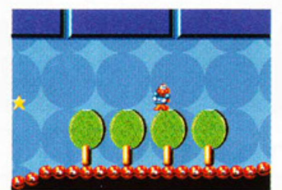
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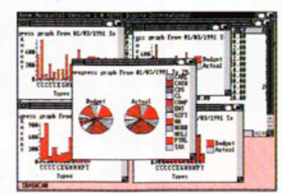
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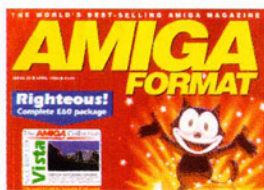
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TDM SLIDESHOW GENERATOR
17 BIT 1804



The front panel of this slideshow creation utility is a bit confusing, but with some trial and error (the included demo slideshow helps) most of it becomes clear quickly.



Slideshow generators are programs to help you create slideshows without a lot of previous knowledge. They save you the hassle of writing a fiddly *AmigaDOS* script file and using a picture viewer like the PD *Vilbm* program. This one, although not the best I've seen, does have a number of features that make it worthy of mention.

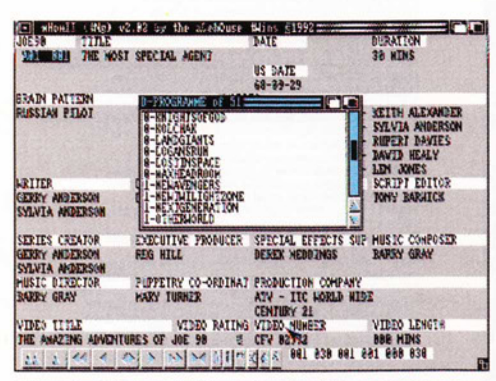
But first, a word of warning. This TDM offering has very little in the way of documentation, so be prepared to sit down and play with it for a while to discover its subtleties. You will need to know a little about startup-sequences and such – if you have been following the Beginners series you should be all right.

Now the good news. It lets you incorporate pictures of all standard Amiga resolutions and sizes into a slideshow. It also has some wipes built in (to smoothly go from one picture to the next). You can add background music too. Best of all, though, is the front end. At first, it looks a little daunting, with gadgets to click on everywhere. After a while though (a demo slideshow is included to help start you off) most of the functions become pretty obvious. The program has some on-line help, to give you a few insights into how it all works.

If you're not a pure beginner anymore and want something to cut your teeth on, making a slideshow with this program could well prove to be an enlightening project. As a bonus, there's a program called *Page.It* on the disk as well. This can split up documents into odd and even pages, and send both sets to your printer. So you can print out documentation files on both sides of the paper for a change – neat.

WHOM II
PD SOFT V571 AND V572

A two disk release, *Whom II* is a very unusual database. Within it, you can find out statistics on classic series like *Star Trek*, *Time Tunnel*, *The Tomorrow People* and so on, that have been released on video. Basically, it's all the credits from the beginning and end of the shows, typed into an Amiga and arranged so that you can look up facts quickly and easily.



A fanzine database, *Whom II* is not at all useful, but quite intriguing. I mean, can you remember who did the voice for *Joe 90*?

For instance, although you may know that Joan Collins once starred in an episode of *Star Trek*, you'd probably be hard pressed to remember the name of the episode; "The City on the Edge of Forever". This is sort of statistic that fans devour with relish.

The information is divided into two main areas, the cast and the production crew. So now you can check up to see who the various scriptwriters were. The programmes covered range from *Stingray* to *Red Dwarf* (Gerry Anderson is covered in some depth).

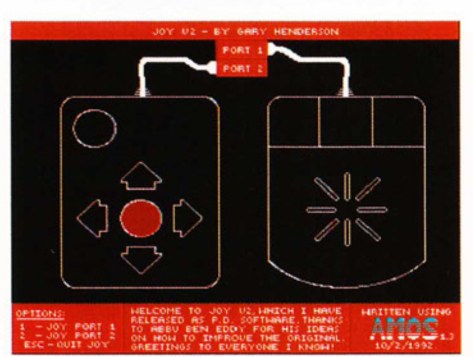
Definitely not mainstream, *Whom II* is well programmed and very user friendly – if you can manage to play a video tape then you can use it. A product of the Alehouse Twins, it will provide many a fan with facts to air at the conference table. It works on an A500 Plus (not perfectly) and single-drive machines too, and separate NTSC/PAL versions are included.

GAME TAMER 2.3
17 BIT 1765

Ever wanted a list of cheats for every game ever released? OK, *Game Tamer* isn't that good, but it's quite comprehensive. 268 individual cheats are listed – there's even one for *Shadow of the Beast*! Mind you it doesn't work on all the versions of the game. That's a problem with all cheats, in that as a software company reduplicates disks, they often change the cheats over the months and years.

Never mind. There are also level codes for a few games, like *Lemmings* and *More Lemmings*, and all in all it's gratifying to see Gary Henderson is updating his system as time goes on. I've said it before, but the system for using the cheats is really easy to use. Boot up the disk, click on the icon, then on the game you want a cheat for – they're arranged in alphabetical order.

Also on the disk are a couple of other programs. There's a joystick tester, for seeing when your favourite bug blaster has developed a fault. It tests out mice at the same time. And a quite clever version of MasterMind called Wohle, where you have to guess a colour code within 10 tries. Both are very simple, but they're well presented and executed. Nice one Gary!



It's very easy to see if your favourite Quickshot XXVXXI Gigablaster is up the spout with a joystick tester. Just waggle it about and if the computer misses one of the directions, one of the switches inside the stick is broken. The mouse test facility is on the right.

Page 7 — GAME TAMER V2.0 - by Gary Henderson

Puffys Saga	Road Blasters	Satan
Quadralien	Robocod - Part 1	Savage
Raider	Robocod - Part 2	SCI
Railroad Tycoon	Robocop	S.D.I. (Activision)
Rainbow Islands (Part 1)	Robocop 2	Sentinel
Rainbow Islands (Part 2)	Rodland	Shadow Dancer
Rally Cross Challenge	Rolling Ronny	Shadow of the Beast
Rambo III	Rolling Thunder	Shadow of the Beast II
Return of the Jedi	Rotor	Shadow Warriors
Return to Genesis	R-Type	Shinobi
Rick Dangerous	Running Man	Silkworm

1 2 3 4 5 6 7 8 9 About Greets Printer : OFF

When the Beast title page appears, hold down both mouse buttons & the joystick button until asked to insert Disk 2. This should give you unlimited lives. (I say should as it does not work on all versions.)

Yes writing to Gamebusters is not the only way to get the cheats you need to complete the game that's been teasing you all year. Yes with *Game Tamer* it's all very simple to find the cheat for your favourite game – just click on its name and you're there.

EDITKEYS
17 BIT 1811

There have been programs around for years that can assign strings to the function keys (many PD disks are set up to load programs by pressing a function key) but I've never seen one which could edit a keymap; the file that determines just what is printed on-screen when you press a certain key. If you've ever found that the hash key and the quote symbol have been transposed, that's because the wrong keymap has been selected.

I digress. The documentation is a bit thick and stodgy, but that's down to the subject matter really. Given a few rereads, most of the theory of keymap editing becomes clearer. Up to 32 different characters can be assigned to any key, which should be enough for most people. The presentation of the program is first class, although understanding just what is going on will take time.

Once you have a suitably edited keymap, you can select using the standard Setmap command found on

Continued on Page 162

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PG062 MENTAL IMAGE PACK 3 great games Gridrunner Invaders & Rebound +
PG063 MORIA Text adventure based around Dungeons & Dragons theme!
PG064 NAPOLEONIC WAR SIMULATOR A nice strategy type game!
PG065 NESTOR CARD GAME Another card game, looks quite good! +
PG066/67 NETHACK Dungeon & Dragon adventure style game, very popular! (2)
PG068 NO MANS LAND Hi tech war games shoot em up. +
PG069 NU GAME Shoot em up with good graphics, quite difficult!
PG070 PETERS QUEST Rescue the maiden in this fun platform game +
PG071 POM POM GUNNER Blast the enemy aircraft in this Beachead clone +
PG072 PROPERTY MARKET Become a millionaire before you retire at 65
PG073 RAPHAELS REVENGE A turtles game done in SEUCK! +
PG074 RETURN TO EARTH Elite type space trading game! +
PG076 SEVEN TILES Superb futuresports speedball type game, Great!
PG078 SCUM HATERS Shoot em up done by Brazzle Atkins in SEUCK +
PG079 SEALANCE A submarine strategy game seems very involved +
PG081 SERENE II Follow up to the above game +
PG085 STARFLEET Nice little game done in SEUCK! +
PG086/87 STAR TREK The US version by Jim Barber, very good (2)
PG090 SUBCULTURE Playable 1st level of a good shoot em up! +
PG092 SWIV DEMO Superb demo of an exellent shoot em up!
PG093 TENNIS A good shareware tennis game! 1mg
PG094 TRAIN CONSTRUCTION KIT make your own track layouts! +
PG095 TREK TRIVIA For you Star Trek freaks, loads of questions!
PG098 TURRICAN 2 PREVIEW Great demo of superb shoot em up!
PG100 THE JAR Very nice little jump & run game.
PG101 THE INSIDERS CLUB Stocks & shares game, see how far you get
PG102 WATERMINES Nice boulderdash type game!
PG103 WET BEAVER GAMES Version of the old pong game! +
PG104 WONDERSOFT GAMES Golf, Congi, Missile, Trillon, Windmill etc!
PG105 WIZZYS QUEST A very good arcade adventure game from Germany +
PG106 YELP Nice little painter type game! +
PG107 ZEUS A very good & popular block puzzle game +
PG108 ASSASSINS 14 New Pack, China Challenge II & Amiga Columns!
PG110 SUPER SKODA CHALLENGE Nice new car racegame! +
PG111 MIDNIGHT THIEF A nice text adventure game!
PG112 ULTIMATE CARD GAMES Cribbage,Hearts,Bluemoon,Patience & Solitaire!
PG114 CHINA SHOP Great bull in china shop game, smash everything in sight!
PG115/119 NEXT GENERATION TRIVIA 5 disk game with loads of questions! (5)+
PG121 A500+ GAMES PACK 21 games to run on the A500+
PG123 LEMMINGOIDS Great game, blast the Asteroids (lemmingoids?)
PG124 TOTAL WAR great new "Risk" type game, ok on Plus! +
PG125 CARD SHARP 5 fab card games, Klondyke, Demon, Castle etc! +
PG126 SKYFLYER Superb WWII shoot em up, great graphics! +
PG127 AIRMANIA Super platform game from Addware + chance to win prizes!+
PG128 CHEAT WORKS Tremendous amount of cheats on this disk, very good!
PG129 PUGGLES Brilliant Q*Bert style game ! Get it While you can !
PG130 BATTLEMENTS Conversion of the old 8 bit Hunchback game! +
PG131 ATLANTIS A nice looking strategy game! +
PG132 ASSASSINS 15 Battlecars, Mambamove & Lettrix! Great pack!
PG133 ASSASSINS 16 Wastelands, Mission X, Pacman & Dilemna! +
PG134 ASSASSINS 17 Tomcat, Defenda, Jetman & Bugblaster!
PG135 ASSASSINS 18 Omegarace, Henry in Panic, Skyfly & Megatron! Superb!
PG136 ASSASSINS 19 Growth, Blopblox, Fight, Bip, Slider & Frantic Freddy!
PG137 BALL LIGHTNING Pretty average platform game, (not dos 2) !
PG138 BATTLE OF BRITAIN & War Game, 2 strategy war games load on WB!
PG139 DUNGEONS OF MADROJ Very nice dungeons & dragons type game! load WB.
PG140 MIND GAMES Lots of mind games to tax your brain with! Load WB.
PG141/3 SWORD OF THE WARLOCK 3 disk role playing adventure game, 1mg 2drives
PG144 REVENGE OF THE MUTANT CAMELS Minters all time classic Shootup! GetIt!+
PG145 YUM YUM Nice little pacman game for kids. 1 Meg. +
PG146 ASI GAMES 20 Microbes, CoinDrop, Hollywood Trivia & MatchPatch ! +
PG147 QUADRIX Excellent puzzle style game from Down under. Very good. +
PG148 COSMIC RACER A simple Space Harrier type game done in Amos!
PG149 A NIGHT AT THE TOWN Witty text based adventure,save the world! + (WB)

Business Software

PB001 AMICASH Brand new bank management program. very easy to use. +
PB002/3 ANALYTICALC Now unpacked and ready to use! (2 disk version) +
PB004 ASI LABEL PRINTERS 3 of the best label printing programs on 1 disk +
PB005 BANKIN A complete cheque book analysis program. Keep tabs on cash +
PB006 BUSINESS CARD MAKER Make your own with this useful utility. +
PB007 CLERK Another program similar to Journal, manages your bank account.
PB008 DTP PUBLISHER From Germany, English translation now available+
PB009 FLEXYBASE DATABASE A simple to use database for the beginner. +
PB010 JOURNAL A nice program designed to keep track on your finances.
PB011 MISCELLANEOUS BUSINESS PROGRAMS Geotime, Grocery list, Calc
PB012 QBASE Database program, simple to use with full search facility.
PB013 QED A nice easy to use text editor program ! Load, save, print. +
PB014 RIM DATABASE Very comprehensive relational database system.
PB015 TEXTPLUS V3.00 One of the best wordprocessors, inc. Amigaspell. +
PB016 UEDIT LATEST RELEASE !Word processing shareware program. +
PB017 VISICALC SPREADSHEET Simple to use spreadsheet program based.+
PB018 WORDWRITE WORDPROCESSOR Comprehensive wordprcessor,speller
PB019 600 BUSINESS LETTERS contracts, letters, allsorts included ! +
PB020 TEXT ENGINE 3.0 New version ! Superb quality wordpro. Get it ! +
PB021 AMIBASE PROFESSIONAL Now PD !!! Powerful easy to use Database +
PB022 BBASE II A fast & easy to use database program !
PB023 FORMS REALLY UNLIMITED Excellent form generation program +
PB024 LAST WILL & TESTAMENTS Lots of sample Last Wills! +

Utilities

PU002 A-GENE Good geneology program, to trace your family name. 1meg. +
PU003 A68K 68000 Assember program for the Amiga rather difficult to use.
PU004 A64 EMULATOR NEW VERSION 2.0 of the C-64 emulator BRILLIANT!2 disks.
PU005 AMATEUR RADIO 1 Some programs of interest to the radio ham! +
PU006 ANIMATED POINTER PACK Disk full of animated pointers!
PU010 ARP 1.3 Amigados replacement project, contains new libraries & more !
PU012 ASI GRAFFIX UTILS Great disk full of graphics convertors etc. +
PU013 ASI BOOT UTILITIES Loads of bootblock utilities on here. +
PU015 BIORYTHMS, STARCHART Check your Biorythms & Examine the night +
PU017/20 C MANUAL II (4) New and better ! Version 2 now comes on 4 disks! +
PU021 C-LIGHT RAY TRACER A commercial ray tracing package. Now PD !!!! +
PU022 CHEMESTHETICS Chemistry program for molecule display etc! +
PU023 CHET SOLACE UTILS 26 utilities on this disk.
PU036 CURSER BASIC COMPILER Just what you need to speed up basic progr+
PU037 D-COPY One of the best PD copy utilities available, easy to use. +
PU038 DARKSTAR UTILITES 3 A disk full of assorted useful utilities
PU039 DBW Good PD ray tracing program inc some pictures ! CLI Knowledge.
PU040 DEMOLISHER UTILTIES 168 easy to use utils something for everyone +
PU041/43 DESKBENCH Nice alternative workbench,Icons + bases (3)
PU045 DIRECT ACTION A useful Utility for editing animation sequences.
PU046 DISKMASTER 3.0 CLI Utility program, copy files, delete, format disks.
PU047 DOPE INTROMAKER Make your own intros with this utility.
PU048 DYNAMITE FONT II Another popular disk. Stacks of IFF fontscreens.
PU049 DYNAMITE FONTS Exellent fonts disk for use in Dpaint etc
PU055 ELECTROCAD PREVIEW If your'e into circuit design try this now V1.4! +
PU056 EXILE FONTS More of theses superb fontscreens. For use with DPaint +
PU058 FONTS AND RAM MANAGER Lots of fonts plus a software ram switch !
PU059 FONTS & SURFACES Lots of useful fonts brushes etc for use in Dpaint!+
PU061 GENESIS DEMO Superb fractal generator, really good!
PU062 GRAPHICS UTILITIES Load of useful graphically orientated programs. +
PU063 HAMLAB Convert VGA PC pictures to Amiga ham mode with this utility. +
PU064 HARDDRIVE UTILS Some good utilities for hard drive owners. +
PU065 ICONMANIA Loads of programs for icon creation & many icons! +
PU066 ICONS This disk is just crammed with useful & varied icons. +
PU067 IMPLODER V4.0 Very good crunching program, very efficient! +
PU068 INTERFERON PRO Create protection bootblocks against viruses.
PU069 JAZZBENCH A great alternative workbench much preferred by many!
PU071 JR COMM 1.02 Latest version of another superb comms package! +
PU072 KEFRENS METALLION UTILITIES Great util disk full of fonts & more! +
PU073/76 KING JAMES BIBLE Old testament & New testament & text reader (4)+
PU077 LANGUAGES DISK All you ever needed ! Forth, Modula 2, X-Lisp Logo+
PU078 M-CAD Computer aided design package uses hi res mode. Good. 1M.+
PU079 MACVIEW,DRAW,ROTATE Collection of three unusual programs.Good!
PU080 MESSY-SID Easy to use PC - Amiga file transfer program, Brilliant
PU082 MOBED A very useful program for editing sprites and bobs.!+
PU083 MORSE PROGRAMS Disk full of Morse code programs for radio hams.
PU084 MYSTIX HARDWARE MODS Documents disk for hardware modifications.
PU086/7 NORTH C 1.3 (2) A two disk unpacked version of program below! +
PU088 NORTH C 1.3 (Packed) The complete C compiler by Steve Hawtin !+
PU089 PASCAL COMPILER Now becoming a popular language, now PD
PU090 PC EMULATOR Software PC emulator needs MS DOS to run! CGA graph+
PU091 PENDLE MEGAUTILITIES 1 An essential collection of over 200! +
PU095 PRINTER DRIVER GENERATOR Design your own printer driver with this+
PU096 PRINTER DRIVER UTILITIES Various non-standard printer drivers.
PU097 PRINT STUDIO V1.25 Great utility for accurate printout of pics,text.+
PU101 QUICKBENCH Another alternative workbench system, very clever this!
PU102 RAZOR 1911 Graphics rippers, Virus killers, Disksalv. powerpacker
PU108 ROT A simple 3D drawing package for your Amiga. Very popular.+
PU109 SCOPE 114 Structured clipart for deskop publishing etc! Ppage etc! +
PU110 SCOPE 115 Structured clipart for use in Professional page ETC.+
PU111 SID V1.6 Newest version of the easy to use CLI utility. Essential !
PU112/3 SOMETHING FOR NOTHING 2 disk set full of video utils, fonts etc.(2)
PU114 SOZOBAN C Another very popular C envioroment, similar to North C
PU115 ST EMULATOR Run Atari ST software on your Amiga. Needs 2 drives.
PU116 SUPER 'C' DISK As near to a hard drive as mere mortals get!
PU117 SUPERKILLERS Kills 233 viruses, This is ESSENTIAL to your collection!+
PU118 SUPER WORKBENCH Yet another alternative workbench disk!
PU121/2 TV GRAPHICS Superb Dpaint backdrops and some great fonts. (2) +
PU124 ULTIMATE ICON DISK Contains Iconmeister,Iconlab,Iconmaster & icons +
PU125 ULTRAPAINT v3 A nice paint package for IFF pictures! +
PU126 UTILITIES COLLECTION Another great collection of utilities about 100!
PU127 UTILTIES DISK 1 Another one for the collection. About 60 or more.
PU128 VECTOR DESIGNER A very comprehensive but difficult to use proggy.
PU129/30 VIDEO APPLICATIONS (2) Programs for use with genlocks & videos! +
PU132/3 WINDOWSBENCH A Windows 3/Workbench2 lookalike, very nice. (2)
PU134 WORKBENCH HACKS Disk full of amusing workbench hacks!
PU136 ZX SPECTRUM EMULATOR Latest version now with sound too ! +
PU138 LAST HOPE Priceless when you've just erased a valuable file! +
PU139 GRAPHICS CONVERTERS Convert graphics, format PC disks etc!
PU140 LITTLEBENCH At last a file copier etc for A500+ (Dos 2 ONLY) ! +
PU141/2 TAROT II Learn about your stars with this program, on 2 disks! +
PU143 OPTIUTILS 1 Disk crammed with superb utilities! +
PU144 OPTIUTILS 2 A second disk full of utilities! +
PU145 OPTICOMMS 1 Contains Ncomm 1.921 Lharca, Zoo Arc etc with docs! +
PU147 BEATRIX POTTER Clipart converted from the PC. Lovely. +
PU149 ELECTRONIC PROTOTYPER Demo version of a "Veroboard" designer! +
PU150 FOOTBALL LEAGUE EDITOR Update league positions of your fave team!
PU151 BROTHERHOOD UTILS 1 Dcopy,Boot menu,Scenery,Qed (DOS2 ONLY!) +
PU152/66 CLIPART SET: A 15 disk set of all the best,available in one set! +
PU167 MULTI-PLOT Excellent data plotting program ! latest Version
PU168a/b RAY-DANCE Brilliant preview of an incredible fractal ray tracer(2)
PU169 GELIGNITE FONTS Superb cut n paste fonts similar to Exile fonts etc!
PU170 P-SUITE Make your own disk catalogue with pictures! +
PU171 OPTICOMMS 2 Contains new Ncomm v2.0 & other utilities, superb!
PU172 WORDPOWER Solves anagrams crosswords etc, really useful program! +

Animations

PA001 AEGIS ANIMATIONS 3 anims, Juggler, Plane & Marlyn. +
PA028 AGATRON ANIMS 5 great short looped animations! +
PA029 APPLECUS ANIMATION Great anim of an abacus (applecus??) +
PA030 BAD BIRD ANIMATION Not too bad this one. +
PA031 BASKETBALL A basketball player shooting a ball into the net. 1M +
PA032 BONGO ANIMATION Animation of a man playing the bongo drums. +
PA033 BUSY BEE Cute animation of a freaky bee. almost looks wooden. 1M +
PA034 CLOTHES PEG Bouncing clothes pegs and more. Not bad. 1M
PA035 COOL COUGAR A cartoon style anim, tells the story of cool Cougar.1M +
PA036 CX1 SPACESHIP A cool sculpt 4D anim of a ship circling a globe +
PA037 DART ANIMATION Good animation of a dart passing through an egg!
PA038 DRAGONS LAIR TIME WARP Animation of the cartoon game .1M +
PA039 ERIC-S AMY VS WALKER Cute & sexy(?) squirrel chasing Walker.1.5M
PA040 ERIC-S BATMAN A great animation featuring batman and the joker.1M+
PA041 ERIC-S COTOTE 2 This ones a corker,coyote up to this tricks 3M
PA042 ERIC-S COYOTE STRIKES BACK Not too good this time but popular.1mg
PA043 ERIC-S MORE AEROTOONS More humorous cartoon capers. Great 1M +
PA044 ERIC-S SHUTTLECOCK Two Space Shuttles playing with a satallite. 1M
PA045 ERIC-S STEALTHY II The Mig-29 and Stealthy bomber cartoon.1M +
PA046 FRANKLYN THE FLY Great anim of a day in the life of a housefly! +
PA047 GHOSTBUSTER ANIMATION Anim on the popular ghostbusters theme.
PA048 GYMNAST ANIMATION Animation of a gymnast swinging on bars.1M +
PA049 HAPPY ANIMATIONS HappyMan, TreeFrog, Windowman and Hammer.
PA053/4 LIGHT CYCLES (2) Huge animation from the Tron film. Fab. 1mg! +
PA055 LUXO TEENAGER Father & son lamp animation, excellent 1M +
PA056 MAGICIAN II this ones a bit better, more glossier this time round.1M+
PA057 MAGICIAN Similar to the juggler anim, but not quite as glossy 1M +
PA058 MINER A miner truck loading coals into a buggy to be taken away. 1M
PA059 MR POTATO HEAD Watch the potato man in cabaret! +
PA060 NEWTONS CRADLE ray traced animation, plus F-19 and Rocking chair +
PA061 PHAROAH ANIMATION An animation of a Pharoah kings mask. +
PA062 PIANO ANIMATION This is an animation of a cartoony piano! +
PA064 PROBE SEQUENCE Probe investigateslife forms on distant planet 1M +
PA065/68 REAL 3D (4)Superb demo of effects possible with Real 3D.1mg! +
PA069 REAL THING HORSES demo of the animation package for deluxe paint. +
PA070 SHUTTLECOCK ANIMATION 2 shuttles playing with a satellite!
PA071 THE BOINGS Great anim of 2 Zebedee characters on springs!1.5M ON+
PA072 THE JUGGLER the old classic animation that sold 1000s of Amiga's! +
PA073 THE KNIGHT DEMO Animation of a knight climbing out of a book. 1M +
PA074 THE WALKER DEMO Helicopter attacking the walker. Film style. 1M +
PA075 THE WALKER DEMO II Walker Attacking the A2000. Not bad. 1M +
PA077 UNICYCLE ANIMATION Exellent animation of a unicycle & a car! +
PA078 WINGS Superb quality red baron biplane animation. Very nice.1M +
PAO79 MR POTATO HEAD 2 Another great Chris Hill animation disk! +
PA080 LEMMINGS ANIMATION Great lemmings animation. Check it out. 1M
PA081 BUSTER DOUGLAS Digi anim of Busters not so famous moments! +
PA082 TIN TOY ANIMATION Nice ray traced animation of a tin soldier! +

Agatron Animations

AGA01 RED LOTUS Spinning down the road. Fantastic !!
AGA02 JET FIGHTER landing on a runway, basic anim +
AGA03 STAR TREK - Shuttle fly past - Great ! 1m +
AGA04 KLINGON CRUISER Flying around your amiga screen !
AGA05 STAR TREK KLINGON fires torpedoes 1m +
AGA06 LOGO, plus a great star wars fly by animation. 1Meg
AGA07 STAR WARS FIGHTER doing loops etc 1m +
AGA08 STAR WARS, a great ani mfrom the movie (CLI, Showanim)
AGA09 STAR WARS - Fighter fly by, impressive 1m +
AGA10 STAR TREK - Enterprise in dry dock. Incredible ! 1M +
AGA11 TRON - Tank v Deactivator. Good vectors +
AGA12 TRON ANIMATION - Not one of the best +
AGA13 ROBO 1 A nice ray traced robot waving 1m +
AGA14 STAR TREK Workbee & Reliant. 3 shots +
AGA15 LOTUS CAR, Billiards, & Jet Fighter animations! +
AGA16 STAR TREK Various anims from the star trek game. Good. +
AGA17 STAR TREK TWOK animation Short but okay +
AGA18 STAR TREK - Enterprise fly by. Short anim +
AGA19 BOND ANIM - Copter plus a car, not too amazing ! +
AGA20 Huey 2 A helicopter leaving a landing pad. Neat. 1M +
AGA21 ENTERPRISE DOCKING WITH SPACE STATION - WICKED !!! 1M +
AGA22 ENTERPRISE APPROCHING Another stunning anim ! 1M +
AGA23 FLEET MANOEVRE Stunning animation, shows off your amiga ! 1m +
AGA24 KULI PEN animation & Ping pong. Great! 1m +
AGA25 THE RUN , a suberb car chase 1mg or over. 1m +
AGA26 SHIP ROCKING at sea, / enterprise leaves dock. 1m +
AGA27 BOOK OPENING Nice anim of a book opening. 1 Mg
AGA28 SHUTTLE & ENTERPRISE Fabulous animation by Richter. 1M +
AGA29 MILLENIUM FALCON The ship being chased - Excellent 1M
AGA30 HYPERSPACE animation & Landing animation 1m +
AGA31 PORSCHE anim of a rising out of a table 1 mg. +
AGA32 SPACE - Space probe flying away 1m +
AGA33 PROBE animation Bird of prey animation & Klingonhit! 1m
AGA34 SPACE OFFICE - Star trek anim, a little bit short +
AGA35 SPACE PROBE, great anim of a probe zooming off 1m +
AGA36 BIRD OF PREY, loop the loop, excellent animation 1m +
AGA37 TOBIAS GOES KNACKERS - Check this on out ! 1m +
AGA38 TOTALLY WICKED ! Shuttle & Enterprise (2 MEG - BUY ONE !!)

Power Animations

PP001/2 ANTI LEMMINGS (2) Absolutley brilliant animation ! Get this now !2M
PP003 AT THE MOVIES Cute anim from Mr Schwartz featuring Amy squirrel 1.5
PP004/7 AUTOMATED LIGHT (4)Fab battlestar galactica type animation. 3M
PP008/10 BUZZED (3) Great animation of a wasp crashing into things. 3M
PP011/12 DATING GAME (2) Superb new demo from Eric Schwartz, Get it. 3.5mg!
PP013/14 DRAGONS LAIR (2) Three meg power demo with sound effects. Great !
PP016 GULF WAR ANIM Find out what happens to Hussein! Brilliant 2mg!
PP017 JUGGLER II Juggler meets Ms.Juggler. Great followup 1.5Meg
PP018/20 LOST IN SPACE (3) Remember the old TV series ? This is it ! 2M
PP021/24 LANDING (4) Tobias Richter Poweranim ! Superb ray traced stuff.4M
PP025/27 STATION AT KHARN (3) Animation of a a spacestation,nicely done. 2M
PP028/33 UPGRADE (6) Wow ! Camberwick Green meets the Amiga ! GREAT ! 5
PP034/35 VAUX KILLERS (2) An old but quite good 2mg demo 2mg.
PP036/37 WALKER DEMO (2) The 2 disk 2mg version of this classic demo.
PP038/39 WAVE SAILING (2) A nice animation of a wave sailer! 1.5mg
PP040/43 AT THE MOVIES II Brilliant, works on 1mg>3mg configurations!(4)+
PP044/45 AMY V WALKER II Another superb 3mg animation from Eric Schwartz!

Demos

PD001 AGONY DEMO Brilliant graphics in this game demo,show it to ST owners.
PD005 AMOS 3D DEMO Shows you some effects that are possible with 3d! +
PD007 ANARCHY INSPIRATION IS NONE Demo with superb ray trace GFX
PD009 ANARCHY SYSTEM VIOLATION Classy demo Vector Bob Gfx Cool !
PD010 ANARCHY DIGITAL INNOVATION Their latest and best , superb!
PD011 ANIMATORS MEGADEMO A nice new megademo from the Animators.
PD016 BUDBRAIN II Hilarious megademo, house music video & more
PD018 CHAOS ROCK A fantastic light show based on fractal patterns. +
PD020 CRIONICS MEGADEMO Includes the superb maddona demo and more !
PD021 CRIONICS NEVERWHERE Superb ! with a Real world demo & Madonna
PD022 CRIONICS TOTAL DESTRUCION Very nice plasma plus kickin music !
PD023/25 ALCATRAZ MEGADEMO Exellent, huge demo on 3 disks! + (3)
PD026 CRUSADERS SPACE DELIRIA Fantastic music by Dr.Awesome !
PD027 CRYPTOBURNERS HUNT FOR RED OCTOBER Lovely filled vector demo.
PD030 DEAD DANCE THRASH Amazing thrash metal soundtrack & wierd pics!
PD032 DEVILS LABYRINTH Great new demo with some fab effects,RGBplasma
PD033 DEVILS NO REALITY Another great multipart demo from Devils! +
PD036 E•P•I•C Incredble preview to a new game by Ocean, vectors. 1M
PD037/38 ERPLAND (2) Brill kalidescope patterns on this great demo! +
PD039 FILLET THE FISH Similar to puggs, but not quite as good. +
PD041 FRAXION FUTURE VISIONS Superb Aliens-type intro plus pictures +hgh
PD044 HORIZEN SLEEPING BAG Great multipart demo with vectors, music.
PD046 IRAQ DEMO Amusing demo of Saddam meeting President Bush !!!
PD049/50 KEFRENS MEGADEMO VIII Loads of filled vectors and music.(2)
PD051/52 KGB MEGADEMO (2) A great house music video & vector drummer
PD055 MAGNETIC FIELDS HYSTERESIS Excellent vector graphics !
PD056/57 MAGNETIC FIELDS SPACED OUT (2) demo with great music tracks
PD058/59 MAXIMUM OVERRIDE (2) Very nice filled vector demo by TSB.
PD064 NEWTEK DEMO 3 exellent demo,take your machine to the limit!(2)+
PD066 PHENOMENA ECES A very good demo with light sourced vectors ! +
PD067 PHENOMENA INTERSPACE Is time Linear ? Get this to find out!
PD068 PHENOMENA ENIGMA Absolutely brilliant, one of the greatest +
PD069 PHENOMENA JOYRIDE Another absolute corker of a demo!
PD076 PLASMUTEX Kickin SoulllSoul music beats & wild copper plasma! +

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PD077 PMC ALPHA OMEGA An absolutely superb filled vector demo. +
PD078 PUGGS IN SPACE A classic demo, the kids will love it.
PD079 PRISONER DEMO Remember the old 60s series? heres the demo! +
PD085 REBELS MEGADEMO II An old classic blast from the past! +
PD087 REBELS SNAP A nice demo with spooky style music track. Great
PD088 REBELS TRIPLE TROUBLE Some brilliant plasma effects here! +
PD090/91 RED SECTOR MEGADEMO (2) Still stood the test of time, good +
PD093 SCOOPEX CHROMIUM Superb demo with great graphics and music.+
PD094 SCOOPEX MENTAL HANGOVER One of the best demos of all time. +
PD097 SILENTS GLOBAL TRASH This is a MUST for all demo freaks +
PD098 SILENTS ICE Latest demo from the Silents. Brilliant music +
PD106 TECHNOFRIGHT A spooky demo with good music & effects!
PD108 TOMSOFT TRIP TO MARS Very good 3D filled vector trip to mars
PD109 TOMSOFT VIRTUAL WORLDS An absolute Epic ! Best demo of the year
PD111 UNREAL DEMO Superb graphics & sound in this great demo. +
PD113 VANGELIS DEMO Great music & superb colour cycled gfx. 1mg. +
PD114 VECTRA SINKING DEMAND Really good filled vector demo.
PD116 WITH VECTORS TO HEAVEN New demo just in, check it out! +
PD119 REBELS OUTLAND Latest demo from a prolific outfit! Excellent
PD120 KEFRENS GUARDIAN DRAGON A very nice new demo from Kefrens!
PD121 DIVINA TECHNO FRIGHT Vectors in front of Ham pics? Good! +
PD123 ITALIAN BAD BOYS MANGAD Japanese style cartoons & techno music!
PD124 ANDROMEDA DECAYING PARADISE Very good vector demo & music! +
PD125 RAY OF HOPE 2 Great megademo, good music & graphics!
PD126 LEROY 1 Great pack inc, Substance, Shining vector, & more! +
PD127 BASS SUBLIMINAL VISION Very heavy rave music & graphics!
PD128 DIVINE INSPIRATION New music disk by Goldfire. Very good.
PD129 RAZOR 1911 VOYAGE Another great party winner demo Super effects!
PD130/34 ALCATRAZ ODDESSY Awesome 5 disk space extravaganza ! Brill ! (5)
PD135/6 CRIONICS HARDWIRED Fab space anim with superb effects & music (2
PD137 ANGELS EVOLUTION DEMO Great psychedelic vectors & more!
PD138 ANARCHY SEEING IS BELIEVING Brilliant demo with exellent music!!
PD139 TRACKERS POWER & AGONY DEMO Some unusual Vector effects! +
PD140 CELSIUS 23 MORE VECTORS A Terminator intro + hundreds of vectors! +
PD141 WILDFIRE MEGADEMO great House & dance music on this megademo!

Music Disks

PM001 100 GREATEST 64 TUNES Over 100 classic 64 tunes imortalised ! +
PM004 ALCATRAZ 'THE POWER' Excellent re-mix of the song by Snap.+
PM005 ALCATRAZ MORE THAN MUSIC A superb music disk well presented+
PM007/8/9 AMAZING TUNES II (3) This ones a biggy loads of great music !
PM010 AMEGA PARTY WINNERS Four EXCELLENT songs that won the party +
PM012 AMIGADEUS CLASSICAL Superb renditions of Eine Kleiner etc. +
PM013 ANARCHY CAPTURED IMAGINATION Excellent music by 4-Mat +
PM014 BANGING RAVES Yeah ! Pump up the music, kickin remix of house
PM015 BEAST SONIX Scoopex present the music from Beast I, all tunes. +
PM016 BEATLES SONIX Lots of Beatles music done in Sonix! +
PM017 BEATMASTER 808 STATE Cubik and more of this type of music
PM018 BEATMASTER I LOVE TECHNOLOGY More of the rave type music. +
PM019 BRUNO'S MUSICBOX II This is great Jazz-Funk music ! +
PM020/21 BRUNOS MUSIC BOX III More jazzfunk style music. Get it ! +
PM022/23 CLASSICAL MUSIC Great music of Bach, Handel etc from Rob Baxter. +
PM030 DIGITAL CONCERT 2 Thirteen minutes of music, Doctor in the house
PM031 DIGITAL CONCERT 3 Another house music re-mix Great quality - Love it
PM032 DIGITAL CONCERT 4 Four songs including Got to keep on - Brilliant!! +
PM033 DIGITAL CONCERT 5 The Power, Kaos, Keep Bustin Touch Me. Brill!+
PM034 DIGITAL CONCERT 6 Latest in the series, very good quality House music
PM035/36 DIGITAL DEBUSSY Excellent ! Clair de lune & more tracks +
PM041 EQUAMANIA II Demo with a great dance music track and fab equalizers !
PM042/43 EVIL FORCES Brand new mega acid/house demo (swearing!)(2) +
PM047/48 GOLDFIRE CEREBRAL DELIGHTS (2) Excellent music disk. +
PM052 KEFRENS JUKEBOX This ones super ! Lovely music with a Juke box ! +
PM058 MAGNETIC FIELDS CHIP FESTIVAL Crammed full of great chip music! +
PM059 MANIACS OF NOISE This is brilliant! Great stevie wonder type music! +
PM065 PHENOMENA MUSIC DREAMS I 20 wicked songs by twins +
PM066 PHENOMENA MUSIC DREAMS II Second in the series More music ! +
PM067 POPEYE MEETS THE BEACHBOYS Great demo very funny! +
PM069 RAZOR FACE ANOTHER DAY This is an incredible music track !!
PM070 RHAPSODY IN BLUE Great conversion of Gershwin by Rob Baxter! 1M
PM071/72 SILENTS BLUES HOUSE (2) Tangerine Dream style music & game! +
PM073 SILENTS FULL POWER House it up music. Inc Remix of tricky disco. +
PM074 SOUND OF SILENTS This is a must ! Great atmospheric music!
PM078 TECHNOTRONIC REMIXES Pump Up the Jam and Get Up !
PM079 TECHNOTRONIX REMIX The songs remixed into one great track !
PM080 THE SOUNDS OF GNOME Mahoney and Kaktus music. 46 great tunes.
PM082a/82b VIVALDI - FOUR SEASONS (2) Superb 4 Seasons by Mr Baxter! +
PM087/88 HIS MASTERS NOISE Even better than the sounds of gnome !(2)
PM090/91 MOZART HORN CONCERTO'S 4 superb concerto's from H.Gannon +
PM092 PIANO TUNES 9 great Protrackered tracks from Andy Chilton! +
PM093 UTAH SAINTS REMIX What can you do for me remixed by Tony Hilton! +
PM095 HARDCORE III Brilliant techno dance tracks.
PM096 STAIRWAY TO HEAVEN & Send in the clowns & other tracks. Great!
PM098 ERASURE MIX Remix of erasures top songs.
PM100/103 MANIC RAVES II Fantastic 4 disk music set with Simpsons anim! +
PM104 500 THINGS COMEBACK 4 great rave type tracks, very well done! +
PM105/6 KEFRENS MEGAMIX (2)Fabulous dance music , Amazing quality +
PM112 TECHOMANIA II Eight essential hardcore tunes for ravers out there +
PM113 PROTON GATES OF TIME 6 nice pieces of music on this disk! +
PM114 UPROAR SPLIT BEAVER MIX Excellent dance music mix. +
PM115 CHROME Show off your amigas sound with this incredible music set (2)+

Slideshows

PS002 ADVANCE HAM A collection of brilliant digitised pictures with music +
PS003 AGATRON 5 Some superb HAM pictures, created by Tobias Richter. +
PS004 AGATRON 6 Incredible 4096 color ray traced S/S. Get this one! +
PS005 AGATRON 8 Excellent HAM pictures, with some good music too. Mega !
PS006 AGATRON 9 More of Richters superb works, again based on Star trek. +
PS007 AGATRON 12 Some more great pictures on this new disk. +
PS008 AIRCRAFT SLIDE Lots of pictures of fighter aircraft. +
PS009 ASTRONOMY SLIDE Nice pics of constellations, galaxies nebulae etc! +
PS013 BORN TO BE FREE Picture of wild animals this time. Very good quality+
PS014/15 BUTTERFLIES (2) High quality slidshow of butterflies, by WS +
PS016 C64 ART Lots of picture screens from the good old Commodore 64.
PS017 CHAINSAW SLIPPERS This one is Great, the pictures are naff but Mad! +
PS019 COLOURCYCLES A slide of colour cycled pictures. Very impressive. +
PS023 DEMONS III A quality S/S from C-Dryk of Demons, with music
PS025/26 DIVINE VISIONS (2) A S/S of Mythylogical gods with music +
PS030 FRAXION FUTURE VISION Great fantasy S/S, fab for lo res. +
PS032 GENOCIDE great fantasy slide with unusual fades & wipes & soundtrack.
PS033 GERMAN RAY_TRACE High quality ray traced pics by a german artist. +
PS045 KELLY S/S Some excellent quality HAM pictures. +
PS052 NAGEL PICTURES Hires pictures of girls, very arty. +
PS056 NEWTEK DYNAMIC HAM A S/S of Newteks new 640x512 4096 colors +
PS057 NEXT PIXILIUM Very nice pictures all done in Dpaint plus some music.
PS062 NW DYNAMIC HAM More from the Nik Williams series.Superb quality. +
PS063 PENTAGON & DRIFTERS Very high quality Hi-res B/W fantasy pictures.
PS064 PHOTMONTAGE I S/S on various subjects very nicely done. +
PS065 PHOTOMONTAGE II Another great slide of various subjects. +
PS067 RICK PARK'S ART Dpaint style pictures all done in Hi Resolution. +
PS069/70 SILENTS/CH 42 (2) This is superb, slides plus a great music track.
PS072 SUPER HAM CARS Superbly digitised S/S in Interlaced HAM. Mega!+
PS082/83 WRESTLE MANIA (2) Collection of picture and animations. Good !
PS084 WWF WRESTLERS Pictures of Hulk Hogan and the rest of 'Em. Great !+
PS086 SONIC DYNAMIC HIRES 5 Superb 4096 colour pics on this disk! +
PS087 ALTERED DECEPTIONS Superb disk of pictures from Chris Hill! +
PS088 EVOLUTION SLIDE Pics from one celled life to humanity?? +
PS090 FRACTALGEN Great fractal landscapes & star studded skies+ music! +
PS091/2 FRACTAL MOUNTAINS Superb 2 disk set of fractal pictures! +
PS093 VANISH 3D Awesome 3d ray traced picture disk! +

Music Utilities

PT001 ALGORYTHMS Midi program for synthetic music creation.
PT002 ART OF MED Disk full of Med music scores. +
PT003 ASI AUDIO MAGIC Collection of soundtrackers and ripping progs!
PT004 ASI AUDIO MAGIC 2 Latest collection of soundtracker programs!
PT005 CASIO CZ EDITOR Superb program + 250 patches for Casio CZ series. +
PT006 DELUXE MUSIC DATA Some scores need midi synths (Deluxe music)
PT007 FUTURE COMPOSER A chip music sequencer. Complex to use, but good
PT008 GAMES MUSIC CREATOR A music sequencer, similar to soundtracker.
PT009 IFF SAMPLES Great samples taken from the Kawai 1 digital synth!
PT010 JAMCRACKER Four channel chip music sequencer. Handles samples
PT013 MED 3.2 Very latest version of this superb sequencer. Great ! +
PT014 MED MUSIC DISK Some nice med music on this disk +
PT015 MIDI DISK Contains lots of useful midi programs for synth owners +
PT016 NOISETRACKER Music sequencer used by the pros. Stacks of functions
PT017 NOISETRACKER-EXECUTEABLE Convert modules to executeables
PT018 PERFECTSOUND SAMPLER Nice sample edit program with samples!
PT019 ROLAND D110 + S220 Converter program, convert Roland samples to IFF.
PT020 SAMPLES DISKS ST-01 TO ST-10 Various disks available ring for details+
PT021 SOUNDTRACKER 2.6 New release of this popular program, new editor
PT022 SOUNDTRACKER A superb four channel sequencer. Easy to use
PT023 SOUNDTRACKER COMPILATION Compilation of tracker type progrmas
PT024 ST-80 BEAST SAMPLES Lovely panflute sounds from Beast, Beast II
PT025/6/7/8 ST-90-93 SAMPLES DISKS Studio quality samples. Excellent !!! +
PT029 YAMAHA DX7 VOICE FILER Program for DX7 series synthesisers
PT030 YAMAHA DX7 VOICE SORTER For the above program.
PT031/2/3 ST-87 - 89 3 disk full of great samples! +
PT034/5 ST-97 & 98 2 more great disks full of samples! +
PT036 SAMPLE MAKER Allows you to create samples without a sampler! +
PT037 PROTRACKER 2.0 New version of well known music program!
PT038 YAMAHA DX100,TX81Z, DX27,DX11 & FB01 editors & librarian!

Amos Public Domain

APD036 + AMOS 1.34 UPATE Latest edition of the updater! +
APD062 + ARCADIA A nice version of the popular breakout game
APD076 + RAINBOW WARRIOR Paint with coppers and save them out!
APD083 + AMOS PAINT V3.7 Nice paint package in 2-64 colours.
APD085 + REVERSI + SNAKES & LADDERS 2 well known games
APD096 + PAIR IT Match the cards to make a pair,easy to play 1mb
APD103/4 + PICK UP A PUZZLE Solve jigsaw puzzles,3 difficulty levels
APD110 + CROSSFIRE Nice game, keep the kids occupied for ages.
APD115 + BALLOONACY Good version of the classic 'Bomber' game.
APD130 + THE WOODEN BALL A shareware game 1mb
APD132 + FAMILY HISTORY DATABASE Nice geneology program 1mb.
APD137 + TILE TRIAL Sliding tile puzzle to solve within a time limit
APD148 + DEMOLITION MISSION Another version of popular bomber game.1mb
APD176 + DATABASE MASTER V2.0 Nice database program, needs 1mb
APD180/1 + DUNGEON DELVER Roam round mazes collect keys etc (2 disks)
APD182/3 + PIXIE KINGDOM Another good exploration game on 2 disks
APD229 + AMOS MULTIPAINT Another Amos paint program!
APD230 + AMOS ASTEROIDS Four versions of the asteroids game.
APD231 + AMOK Your robot is trapped in a strange world 1mg
APD237 + SHAPES Very nice little puzzle game.
APD257 + CASSETTE LABELLER + MIXED SOURCE Make your own cassette s
APD271 + WIZARDS DOMAIN Nicely done graphical adventure game
APD284 + AMOSAGRAM Nice anagram program.
APD292 + WAR OF THE FOUR A shareware graphic adventure game
APD293 + GRAND PRIX SIMULATOR Not a race game,more of a simulation.
APD314 + BLACKJACK TRAINER A nice new blackjack game!
APD318 + BOING Get Herbert back home to his village!
APD325 HANGMAN V2 Hangman game with editor!
APD326 + HYPERBALL Latest version of woodenball, an exellent game!
APD329 + FRUIT MACHINE Quite a nice little fruit machine program!
APD333 + AMERICAN FOOTBALL RADIO VERSION You are a football coach!
APD334 + SNAKE IN THE GRASS Collect white mushrooms, avoid toadstools!
APD340 + KARATE WORM Very nice platform game, jumping over worms etc!
APD343 + SAVE THE TREES Stop the baddies destroying the trees!
APD347 + NOTEBOOK Easy to use notebook & shopping list program!
APD351 + ARCHIVIST 2.0 Demo version of a useful database program!
APD356 + POWERBASE V2.0 Demo version of a very powerful database!
APD362 + SQUAT'S REVENGE Operation wolf type game!
APD363 + CHAIN REACTION & CPU CHALLENGE 2 games
APD367 + WEIRD IN EDGEWAYS Circuit board based puzzle game! +
APD373 + COMPILER 1.34 UPDATE Update for the Amos compiler! +

Deja Vu Licenseware

LPD01 + COLOURING BOOK Colour in the nursery rhyme pictures
LPD02 + ARC ANGEL MATHS An educational game to help kids with maths
LPD03 + GALLEONS Follow up to the popular dogfight II game.
LPD04 + THINGAMAJIG Superb jigsaw style game for kids, easy to use
LPD05 + JUNGLE BUNGLE Icon driven adventure game for the kids
LPD06 + PUKADA & SPRITES Avoid all the baddies as you remove the tiles
LPD07 - FOUR WAY LYNX A 22 level puzzle to tiles to a main center tile
LPD08 + WORK & PLAY 3 really good educational games on this disk.
LPD10 + THE WORD FACTORY Great program helps the kids to spell
LPD11 + GO-GETTER A card game where you have to pass go.
LPD12 + HYPNOTIC LANDS catch balls coming down four different lanes
LPD13 + JIGMANIA A jigsaw solving puzzle & a jigsaw construction kit
LPD14 + PLAY IT SAFE For the very young, helps to teach safety at home
LPD15 + ARC ANGEL SHAPES Make pictures from a variety of shapes
LPD16 + REVERSI II New improved version of Reversi
LPD17 + DOGFIGHT II Up to an 8 player shootemup game. Great!
LPD18 + TOUCHSTONES An Ishido type game played with tiles
LPD19 + X-IT-50 Shoot objects across the screen
LPD20 - WORDY A basic Amosware wordprocessor program, quite good
LPD21 - QUINGO Great quiz game in which you play Bingo
LPD22 + LC10 FONTS New fonts for your Star LC10 / LC200 printer
LPD23 + ESP Collect the letters ESP
LPD25 - THE MISSION A great text adventure written in Hisoft basic
LPD26 + CYAD Collect the diamonds in this puzzle game
LPD27 + FLOWER POWER grow flowers before bugs munch them away.
LPD28 - BUDDBASE Simple to use database with tutorial
LPD29 + BIG TOP FUN 4 great educational games for younger children
LPD30 + SHYMER Nursery rhyme adventure game for young or old.
LPD31 + CLI PRINTER DUMP Prints a screen dump of the screen display
LPD32 - HARD DRIVE MENU SYSTEM Has menu of over 3,800 items.
LPD33 + CREATIVE ADVENTURE TOOLKIT Produce stand alone adventures
LPD34 + INVOICE PRINTER Quick production of invoices on paper
LPD35 + T-TECDRAW Technical drawing program with print facilities
LPD36 + FRACGEN II Great fractal program generator
LPD37 + ROCKET MATHS Help children in maths with this game
LPD38 + AMOS ART Contains lots of fonts,bobs,sprites & scenery blocks
LPD39 + MAGIC FOREST II Great sideways scrolling platform game
LPD40 + SPRITE BANK EDITOR Makes sprites really easy to use
LPD41 + RESCUE A 3D adventure game done with 3D construction set
LPD42 + X-STITCH Print out pics for embroidering, with documents
LPD43 + LAZERZONE Shoot the aliens in this addictive shootemup
LPD44 + FORMULA ONE CHALLENGE Strategy road racing game. V.Good

PUBLIC DOMAIN DISKS ONLY ...

99p

PER DISK !

THIS OFFER ONLY APPLIES WHEN YOU BUY 20 OR MORE DISKS !

LPD45 + MUSIC BOX A music program for children of 7 upwards.
LPD47 + DIRTY CASH Our most popular game ! Fruit machine simulator
LPD49 + MARVIN THE MARTIAN Find your girlfriend in this maze game
LPD51 + MAGICAL YOUNG ARTIST Contains 30 stencils to colour in!
LPD52 + LC24/200 FONTS Installs fonts for Star series printers !
LPD55 + SPRITEX V1.32 New sprite editor, superior to original editor!
LPD56 + CTEXT V1.23 and 1.3 for programmers, use icon bank based fonts!
LPD57 + KIDDIES CLIPART Another nice clipart disk!
LPD58 + LOCKS KEYS & ENEMIES Hunchback game ! Brilliant, just get it !
LPD59 + THE PREHISTORIC FUN PACK Four dinasour games for kids
LPD60 + TECHNO SNAIL Fire slime at the enemies - Great plaform fun !
LPD61 + THE FINAL CHAPTER 3D graphics adventure. Very good !
LPD62 + REVOLUTION Four player game get to the top of the Screen 1st !
LPD63 + WILBERTS WINTER WONDERLAND Excellent platform game - Get it !
LPD64 + RESCUE II Totally wicked 3D vector game - GET IT !!!!!
LPD65 + POWER PLANNER Personal organiser - Keep trackof your life !
LPD66 + HOTEL MANAGER Similar to monopoly - Brilliant !!!!
LPD67 + CYADONIA (CYAD II) Boulderdash clone - collect the diamonds
LPD68 + VIRUS BUSTER Very good new virus killer disk, needs 2 drives!
LPD69 + MAGICAL MIX UP Puzzle game, sort out the mixed up pictures!
LPD70 + PAINTBOX Childrens painting package to color in or draw
LPD71 + BATTLECARS Car racing game for two players, really addictive !!!
LPD72 + MONSTER ISLAND Brilliant role playing game for kids.
LPD73 + AMOS DATABASE V3.01 Simple & easy to use with lots of functions
LPD74 + SOUR GRAPES 3D isometric game. You must get your enemy drunk!!
LPD75 + VIDEO LAB Simple to use titling package for home videos! (2 drives)
LPD76 + T-TECMAZE Excellent puzzle type game switch games on/off
LPD77 + POWERBASE 2.1 Powerful database system with a host of features.
LPD78 + SPECTRA & CHEATLISTER Logic puzzle game & a list of cheats
LPD79 + MUSIC ENGINE Play MED/ST/NT modules without converting them
LPD80 + ICON BANK EDITOR Manipulate icons in the same way as sprites
LPD81 + POOLS PRO Program to help you fill in your pools coupons
LPD82 + COLORING BOOK 2 8 More pictures to color in. Excellent.
LPD83 + PICTURE HANGMAN Excellent variation on this hangman game.
LPD84 + GUESS WHO Another Hangman type game. Good.
LPD85 + MAGIC WASSOCKS A great little arcade game worth seeing.
LPD86 + NCOMMAND V2.03B Give your workbench the 2.0 look !

Educational Software

PE001/5 EDUCATION SET Science, Geography & more. Superb ! (11+) (5) +
PE006 KIDSPAINT Superb talking colouring book for the very young! +
PE007/8 LEARN & PLAY 2 disks of educational programs. under 10s +
PE009 STORYLAND 2 Brilliant kids game, save toyland from the witch!! +
PE010 TOTAL CONCEPTS ASTROMOMY Fab interactive book on a disk. Get it ! +
PE011 TOTAL CONCEPTS DINOSAURS Learn about the dinosaurs, fantastic! +
PE013 SIMON & SPACE MATHS Talking maths program for kids +
PE014 SPANISH, FRENCH, GERMAN TUTOR Translates all languages +
PE015 TREASURE SEARCH Help the pirate find that treasure ! +
For more excellent educational software see the DeJa Vu listing, above

NEW LICENCE-WARE

- **OBLITERATION The Ultimate ShootEmUp, A cross between Turrican & asteroids, has received more rave reviews than I've had Chicken Nuggets. Utterly addictive - You'll love it ! Cost £3.50**
- **WILLIES WATER WORKS Put the pieces together to let the water flow through the pipes, an excellent puzzle game for all ages. Cost £3.50**
- **FISH LISTER A superb program that contains a catalogue of every single fish disk fully indexed on Name & catagory. An essential program for the serious amiga user. Cost £3.50**
- **VIDEO TITLES Easy to use titling package for video users, uses any amiga workbench font, with full load & save - Excellent + Cost £3.50**
- **TOTAL CONCEPTS DINOSAURS This is the first in a new series, Total concepts is an interactive encyclopedia that lets you explore the world with pictures and information on a profusion of subjects. This title is based on the ancient world of the Dinasaur. Plus Compatible. Supplied on 2 Disks, Cost £4.50**

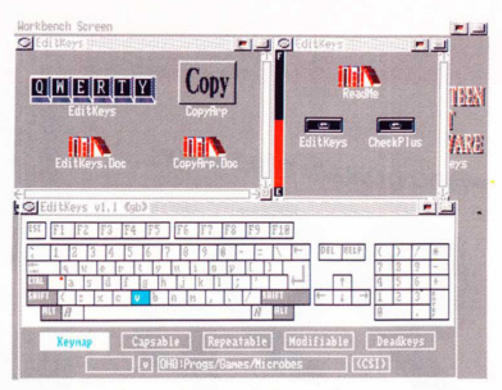
- All disks with the + sign are compatible with the new A500 Plus & A1500 Plus
- We also stock other libraries including Fish 1 - 630, T-Bag, Amigos, and more !
- If you dont see the disk you want here - Just give us a call !

blitterchip
U/F6, CLIFFE HOUS
PRIMROSE ST, KEIGHL
BD21 4N
0535 66746

VISA **ALL MAJOR CREDIT AND DEBIT CARDS ACCEPTED**







A very clean frontend gives edit keys a basic strength. Just select the key you want to edit with the mouse, type in the character or string of characters that you want to be printed with that key, and Robert is indeed your uncle.

every Workbench disk. Also included on the disk is a handy program for startup-sequences and similar script files, called Checkplus. This returns one value if the machine it's running on has Kickstart 2, and a different value for older versions. The whole lot works on an A500 Plus – congrats to David Kinder on producing one of the more useful disks I've seen this month.

ABSOLUTE ADVENTURER VOL 1

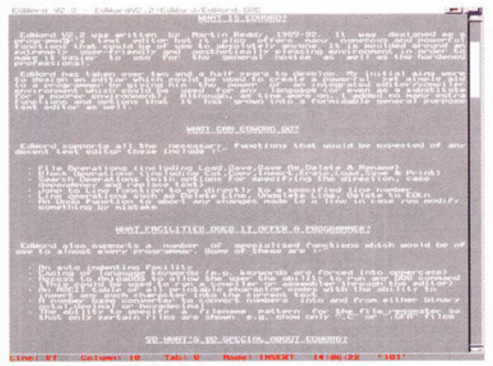
17 BIT 1774



If you want 12 different maps for *Black Crypt*, hints for *Elvira II* and *Leisure Suit Larry V*, *Space Quest IV* and *Fascination*, a complete solution and cheats for *Ultima VI* and all the levels of *Power Monger*, get this. Otherwise don't bother. Slick presentation, but not by LSD's standards.

EDWORD 2.2

17 BIT 1776



Want a cheap text editor that runs well under interlace? Sorry we can't reproduce the screen flicker, but if you have a multisync or SVGA monitor then the display will be this good.

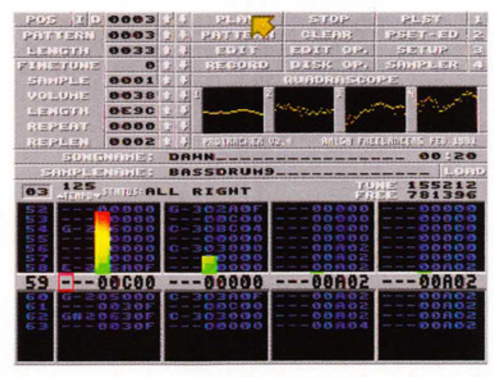
EdWord does not really offer much more than other PD offerings like *TextPlus 3.0EN* or *TextEngine 3*, but it certainly is user friendly. You can do all the normal things, like cut-and-paste blocks of text where you want, set markers and jump to them, or go to any line.

However, *EdWord* was designed with the programmer in mind, and does have a couple of tricks up its sleeve. It can run script files by selecting a menu option (handy for running a separate compiler or assembler) and can also be taught program commands or key words, and force them into upper case. Handy for finding typing errors that cause bugs in programs. You can also run the program in interlace if you're lucky enough to own a multisync monitor and a flicker fixer (or an SVGA monitor and the Enhanced Chip Set found in the A500 Plus).

EdWord took over two years for the author, Martin Reddy, to write. If you've already a text editor there's little here that's new, but like I say for the programmer bashing out source code it's quite ideal.

PRO TRACKER 2

17 BIT 1750



The main updates in *ProTracker 2* seem to be in the sample editing department, although the inclusion of a large readme file is very welcome.

I've heard quite a lot about the latest incarnation of *Tracker*. *NoiseTracker*, *SoundTracker* and *ProTracker* have much the same 'look and feel' to them. They are used to arrange sound samples together, forming blocks of music, which can be further arranged to form songs, albeit ones without much in the way of vocals – but then getting the Amiga to sing would be a tall order, nearly as tall as making it dance.

This version has a much slicker feel to it than others I've seen. Lars Hamre has done a good job in modifying the front control panel. In terms of capability, all the old options are there – it can still be used to read in samples through a sampler cartridge plugged into the parallel port, making the process of composition that little bit less tiresome. More options have been added, giving you more control over what the sounds come out like, and you can now boost or filter them to just the right level.

Also, *ProTracker 2* can make use of synth sounds, which are very small in size (pure sound samples tend to be large) but lack the harmonics of real sound. All the same, if you can squeeze a couple of extra sounds into a song, so much the better.

It's heartening to think that programmers are still prepared to extend and strengthen the *Tracker* saga, even though for musician and musical novices (like myself) it's a bit of a nightmare. *Tracker* programs are mainly used by musicians producing songs to include in other programs, like games and PD demos. Best of all though, there's a hefty documentation file (50K) to help you get acquainted with the program.

OPTICOMMS 2

VALLY PD PU171

Good heavens, just when I was despairing of ever seeing an update to the highly popular *NComm* program, version 2 shows up. This hasn't been done by Daniel Bloch, who was responsible for *NComm 1.9*. Instead, Torkel Lodberg of Oslo has spent months developing what has to be the best comms program yet.

A word of explanation: comms. Communications, that's the name of the game. If you have a modem and a modem lead, then plugging them into the Amiga is as simple as plugging in a joystick. To be able to use it to dial up computer services, you need some software – and that's where this program comes in.

The updates are prolific; translating special symbols and foreign characters for keymaps correctly – a lot of European users found the old version very irritating in this respect; advances like more protocols for sending and receiving programs and files – version 2 recognises Kermit, Compuserve-B and JModem, as well as more established forms; and *NComm* now has a full ARexx port, especially useful in a comms program, because you can now automate dialling up a service, downloading all new messages and logging off, which saves you money in phone bills.

The really good thing about this disk is full documentation. Everything is explained, clearly and concisely, although there is a lot of jargon *NComm 2* is shareware – the contribution is about £25, which seems a lot, but when you see the program you will see why. A registered user will receive a version without the hundreds of little reminders to pay the shareware fee.

Also on the disk is *Zoom 5.40* (a neat Workbench hack that makes windows and screens zoom into and out of view), three archiving programs for making uploaded files smaller (saving phone bills again) and downloaded files usable, and a disk compacter for those who wish to squeeze as much as possible onto a floppy disk – again, all with full documentation.

A word of warning though; all programs and support files on the disk have been heavily crunched, and if you want to take things off the disk (to install onto a hard drive) it will take quite a bit of work. Apart from that, first-class presentation and content make this a disk not to miss for all comms freaks.

CONTACT LIST:

All the Public Domain programs and utilities reviewed here can be obtained from the following PD libraries.

17 BIT: 1st Floor Offices, 2-8 Market Street, Wakefield, West Yorkshire WF1 1DH. 0924 366982

PD SOFT: 1 Bryant Avenue, Southend-on-Sea, Essex, SS1 2YD, 0702 612259

VALLY PD: PO Box 15, Peterlee, County Durham, SR8 1NZ, 091-5871195

TOP TEN UTILITIES OF THE MONTH

Every month, we look at the best-selling utility and game PD disks from a particular library, so you can see what's popular...

VALLY PD

1. TextPlus 3.0EN
2. Amibase Pro II
3. New Superkillers 2.2
4. Mental Image Games Disk 1
5. Air Warrior
6. IBM PC Emulator
7. AmigaFox DTP
8. Pom Pom Gunner
9. MessySID 2
10. TextEngine V3



Q: HOW MANY PROGRAMS CAN YOU GET FOR £30?
A: 30!
Public Domain is your essential monthly guide to the world of free software. For as little as a pound you can pick up games, utilities, even fully-fledged business packages for your PC.
New look issue! Redesigned to be even clearer than ever before
Hundreds of programs reviewed and rated each and every issue
In-depth features that tell you all you need to know
Lower price! – For only £1.95 you could save yourself hundreds
DON'T MISS ISSUE SEVEN ON SALE 7TH MAY
Yet another superb magazine from Future Publishing, the company that brings you Amiga Format, ST Format, Amiga Power, Amiga Shopper, PC Plus, PC Format, PC Answers...
Future PUBLISHING
THE WORLD OF FREE SOFTWARE – YOUR MONTHLY GUIDE
PUBLIC DOMAIN
AMIGA · PC · ST
ISSUE 7 • £1.95 JUNE 1992
THE LATEST PD, SHAREWARE & LICENCEWARE REVIEWED
WELCOME TO THE HOUSE OF FUN
Play arcade classics and save those 10ps ...PAGE 9
IT SHOULDN'T BE ALLOWED... We uncover the seedier side of PD ...PAGE 92
CENSORED
THE PRETTY FACE OF COMPUTING
The best in Graphic User Interfaces ...PAGE 73
FREAKED OUT BY FRACTALS!
Take a trip into the exciting new world where calculated chaos creates mind-blowing patterns ...PAGE 33
PLUS: PUBLIC EYE: BUDGIE UK • NEW SERIES: DISK MAGAZINES • 21 JOYSTICKS UP FOR GRABS • COMMS



CUT, TICK & POST....CUT, TICK & POST

Telephone or Fax Hotline (0702) 466933

PD Soft (AF36) 1 Bryant Ave, Southend-on-Sea, ESSEX, SS1 2YD

MasterCard VISA

VARIOUS UTILITIES

❑x **V13 PLAY & READ (2)** A collection of education programs for the under 7 year old's.
❑x **V16 FISH TANK SIMULATOR** A program that simulates an aquarium. Visually pleasing.
❑x **V28 WORD WRIGHT & AMIGA SPELL,** Contains over 9,000 words & more words can be added.
❑x **V29 HOUSE HOLD INVENTORY** Means of maintaining all your House hold possessions.
❑x **V41 DPAINT ART** Conatins loads of pictures for you to mess around with. Loads into your Dpaint.
❑x **V48 TV & VIDEO GRAPHICS (8)** Packed with background screens for your video productions, Different types of graphic styles. **Peel,** takes an IFF Picture & peels it down the screen, & Much More.
❑x **V86 VIDEO PRODUCTION (2)** Both disks are Packed with video & Genlock utilities.
❑x **V109 PRINT STUDIO** Excellent for printing pictures or text. An excellent program for all printer owners.
❑x **V191 MASTER VIRUS KILLER** Virus Checker & Killer. With Excellent options. Includes search disk.
❑ **V193 THE EMULATORS** Covers Various **(2)** Formats which includes **CPM. IBM-PC & ST** Require 2 drives.
❑x **V194 M.R.BACKUP HD** An excellent Hard disk back up program. Backs up all or any part of the drive.
❑x **V195 GRAPHIC INTERCHANGE** Interchange graphics Between Atari St/PC Graphics to the Amiga.
❑x **V215 DISKMASTER v3.2** Copies files from one disk to another. **DISKSALV** Corrects & repairs.
❑ **V261 TEXTPLUS VERSION 3.0** This disk is not just an update but completly New Word processor.
❑x **V262 DUPLICATION & BACKUP:** Super Duper,Turbo copy, Sanity copy & PCopy. Four new copiers to backup your originals for save keeping.
❑x **V277 FORTRAN-77 v1.3c** Compiler, linker & run time support library. F470
❑x **V279 CROSSWORD CREATOR** A program that creates crosswords. UPDATED VERSION.
❑x **V284 MCAD PROGRAM** The Object Drawing Program for the Amiga.ie CAD
❑x **V285 EDUCATIONAL : TYPING TUTOR** A Simple typing which measures your speed on the keyboard.
❑x **V291 POSTSCRIPT INTERPRESTER v1.5** Down load any Post Script Fonts to your printer. Like a laser Printer.
❑x **V298 NORTH C v1.3 (2)** The most famous C: language on the Amiga, Encludes all files required.
❑x **V301 EYE OF THE BEHOLDER HINT BOOK** Inc Introduction, Background, Maps, Strategy & Solution.
❑x **V304 CHAOS STRIKES BACK HINT BOOK** Inc Introduction, Background, Maps, Strategy & Solution.
❑ **V306 A-GENE v3.125** Lastest version of the Family Tree program. Reviewed in CU Amiga.
❑x **V311 JACK NICKIUS COURSE DISKS (5)** A selection of Extra courses designed with the construction kit.
❑x **V323 ANALTICALC SPREAD SHEET (2)** This is the best spread sheet program to date on the Amiga.
❑ **V327 THE SOUND TRACKER CONVERTER** Load in a sound tracker tune & save an executable File.
❑ **V330 RED SECTOR EXTRAS DISK 1** On this disk are : 32 point Fonts, 16 Point fonts, vector stats, Star fields & music Space Journey Lorna. By The deadzone Troopers.
❑ **V331 RED SECTOR EXTRAS DISK 2** On this disk are Big logos,little Logos,Vector Stars, Starfields, Bob Anims, Vector Objects, Vector Ball Objects & various Fonts.
❑x **V332 AMIGA PUNT PROGRAM** Predict which horse will win with this horse prediction program.
❑x **V333 KING JAMES (4)** This version of the Bible By King james has been typing onto disk & Packed on (4)
❑ **V338 TRANSFORMER v3.3** This is the Latest version of the IBM Emulator disk. Require an MS-Dos disk.
❑x **V339 SPECTRUM EMULATOR DATA DISK 1**: Adventure Classics needs v216 or v443
❑ **V340 TSB VECTOR DESIGNER** The Special Bothers presnets The TSB Vector designer **v1.1,** This program will create filled vector objects, line vectors & Bobs.
❑x **V341 CLIP ART COLLECTION 2:** Eight more disks fully packed with excellent clip art. **(8)**
❑x **V349 SID v1.06** Replaces the CLI Command line & makes life very easy. Recommended for all
❑x **V350 BUSINESS CARD MAKER** Design your own Business cards on the Amiga.
❑x **V354 PDS UTILITIES No 13 : FREECOPY,** Removes protected games copy protection so that the user can install them on his/her hard disk. **DCAT,** Can create your own disk catalogue. **SCENERY,** Creates some excellent fractal based land scapes. **NUKE v1.4**
❑x **V358 GENESIS LANDSCAPE** Sculpt or Mould any fractal landscape in various types & sizes, Shareware.
❑x **V361 PDS UTILITIES 14 : MODCONVERT,** Program. **NOISE PLAYER,** Program. **MULTI PLAYER,** Program. which will play various modules not just one type.
❑ **V365 RED SECTOR MODULES (MUSIC) :** Various music modules for use with the RSI Demo Maker .
❑x **V366 600 BUSINESS LETTERS** There are over 600 Standard business letters on this disk. Can be used as they are, or insert some parts into your own letters/text.
❑x **V390 THE DESK TOP PUBLISHING PROGRAM** The first amiga PD Desk Top Publishing program. Includes various extra features over the old Word processor, Test Editor, Graphics editor & loads more.
❑x **V392 AMICASH BANKIN** The best bankin program that i have ever used on the Amiga. easy controls.
❑x **V393 PDS UTILITIES No 15 : BOOTGAMES,** The idea is to install one of two games onto your disks bootblock. **Brackout** & **Breaker,** Very simple to use. **BOOTGEN,** Another boot block program. **BOOTPIC,** This program will install any IFF picture onto your disks bootblock. **TRAINER MAKER.**
❑x **V394 CHEMESTETIC,** A program that draws molecules using the calotte model. Excellent effects.
❑ **V395 UEDIT WORD PROCESSOR v2.6h** This is an excellent Word Processor with various learn modes, Menu customization, Hypertext, On line help, A teach mode, Split windows, Copy, Paste, Undo & More.
❑x **V396 PDS UTILITIES No 16: DATAEASY,** Excellent Database program. A nice menu driven system. **LANDSCAPE,** Based around a landscape drawing
❑x **V397 MANDELBROT ADVENTURE KIT** A well done mandelbrot Generator with full source Code.
❑x **V399 PDS UTILITIES No 17 : STITCHERY,** A niting pattern program. **SMOVIE,** Video production scroller.
❑x **V400 RAY TRACER CONSTRUCTION KIT** A Ray tracer for the Amiga computer. Load Workbench first
❑x **V401 WINDOWBENCH v1.0 (2)** An excellent Work-bench II replacement for all v1.3 users. Recomended.
❑x **V403 AMOS UPDATE v1.32** This is the latest RAMOS update for the Amos Programmer.
❑x **V410 PDS UTILITIES No 1: PRINTING UTILITIES** PPType, PPShow, ABFD, View, Tiny Print, **FASTJET,** A program for Deskjet 500 users you want to use the resolution enhanced graphic set. **GWPrint II .**
❑x **V413 WORKBENCH 2 & WORK STATION** This is not just another workbench clone. It's a collection of utilities with the Workbench theme. **(2)**
❑x **V415 VIDEO SCREENS:1** Excellent back ground pictures for video production work. Nice back drops.
❑x **V417 SUPERBENCH & EXTRAS (2)** An excellent re-placement disk with more utilities than the original WB
❑ **V420 CURSOR BASIC COMPILER** Compile any Amiga Basic program with this utility disk.
❑x **V423 C: COMMANDS** This disk is filled with utilities which can be used in Startup-sequences
❑x **V424 PDS UTILITIES No 18** Utilities include, **Anti-flicker** program, Said to stop the flicker in High Res. **Atari ST Emulator**, Program to turn your amiga into an ST.

❑x **V431 IMPLODER v4.0** Reduces file size for sorage on hard drives our your own collection disks.
❑x **V433 ANIMATION STUDIO** An excellent Animation crestor for you to make your own.
❑x **V438 OPTI UTILITIES v2.0** This disk is packed with some excellent hard disk utilities.
❑x **V439 AMIGA C: MANUAL II** This manual is the complete C: manual for the Amiga & describes open & work with all parts of the C: system. It also contains various examples, some simple & some morecomplex all the way through the disks a tutorial is there to help you out. **(4)**
❑x **V443 SPECTRUM EMULATOR v1.2 By KGB** Main updated feature is it now has sound ability.
❑x **V444 PRINTER DRIVER UPDATE DISK III** Now contains instructionon how to install them. All previous drivers included on this disk. Over 90
❑x **V445 JRCOMM v1.02** This is the latest version of the excellent modem based computer program.
❑x **V455 LAND BUILDER** A fractal generating program to generate landscapes.
❑ **V463 SUPER C: COMMANDS** The disk is not as full as some others but comes with full instrustion.
❑x **V468 DIGITAL ADRESS BOOK** Collect & save your address lists on computer. Shareware.
❑x **V475 P.SUITE v1.4** A collection of programs called **P.Write**, a simple word processor, **P-Draw, P-Render** and much much more. Excellent disk
❑x **V479 CHESS & CHESS UTILITIES** A collection of chess related Puzzles, Programs & Utilities.
❑ **V483 THE RIPPERS GUIDE** A collection of help full utilities for people you rip pictures & sounds.
❑ **V484 ADVETURE SOLUTIONS (2)** Another good collection of adventure solutions for various games.
❑x **V489 AMIBASE PROFESSIONAL II** The latest updated version of the excellent Database progam. now includes various excellent new features.
❑x **V490 MESSY SID II** This is the latest version. It will read MS-Dos disks and tranfer any text files to & from the PC disk / Your Amiga. So you can do work on an IBM or an Amiga and swop text between them.
❑x **V492 JAM RIPPER v1.7 & JAM CRACKER v1.0** Also contains an excellent music ripper program.
❑x **V493 DESKBENCH (3)** This is an excellent Workbench replacment with special utilities.
❑x **V497 BEATRIX POTTER CLIP ART** An excellent collection of clip art for any DTP program or Dpaint.
❑ **V498 THIEF SOUND RIPPER v3.0** Finds Sidmon 1, 2 (Midi), JHam cracker, future Composer, Sound monitor, Noise/Protracker, Startrekker, Delta, sound system, david Whiaker & Noisepacker.
❑x **V499 STAR CHART v1.2** This is an excellent star plotting program with some intresting features.
❑x **V509 MED v3.2** This is another update to the Ultimate sound music Editor program.
❑x **V510 LITTLEBENCH** This workbench replacement is the first one for the new Amiga 500p Computer.
❑x **V515 THE A64 PACKAGE v2.0 (2)** A very complete C 64 Emulator Actually runs faster that 64. Runs 64 basic. Transfers disks from your original 64 disk drive with a shareware lead.
❑x **V517 VIDEO & AMIN : VIDEO_DB,** A program for keepin track on your video tape collections. **RTAP,** Lets you play large Anims on small Mem machines.
❑x **V518 IMAGE LAB** Performs many effects from simple averaging to fast fourier transforms. **Tools On Tap,** Does fades, colourbars & gray bar generation.
❑x **V519 STILLSTORE** Used to create over the shoulder graphic inserts like the 9'0 clock news.
❑x **V520 GRAPHICS : AGRAPH,** Creates colourfull pie, bar and line graphs. **PICBASE,** Shows reduced versions of all your IFF pictures. ** Requires V522
❑x **V521 PLOTTING & GRAPHICS: PLOTXY,** A powerful full featured plotting package. **PLANS,** A well done computer aided drafting program.
❑x **V522 ARP V1.3 : Conman v1.4,** Makes many im-provements to AmigaDos & makes your system easier to use. Includes full users developers guide.
❑x **V523 DICE C COMPILER (2)** Matthew Dillons full feat-ured powerfull C compiler & enviroment system.
❑x **V525 LABEL MAKER v1.3** An excellent disk printing program with various new features.
❑ **V526 DRAW MAP v3.1 (2)** Will now generate any 16 colour palette with user control, New features include larger maps with national boundaries, improved help and printing. 1.2Mb. (1Mb version on disk V263)
❑x **V528 PDS UTLS:20 : SUPERDUPER,** Another excellent disk copy program. Latest update with new feature. **Diskspeed & FullView.**
❑x **V529 FRACTAL & SCULPT 4d: Tree 4d,** Creates sculpt 4d trees with leaves. Contour 4d, IFSGen & Plasma.
❑x **V530 BUDGET** A program to help managing personal finances. This is a update to disk V280.
❑x **V536 CATALOGUE UTILITIES** A collection of utilities used to Catalogue disk/ Video/ Tape collections **(2)**
❑x **V543 DISK STATION (2)** An excellent workbench replacement with built in utilities like Sid and others
❑x **V546 KIDS PAINT** A painting program designed for children. Includes various colours and speech.
❑ **V547 RADBENCH v1.4** Another workbench replacment /Enhancement disk.
❑x **V549 ELECTROCAD v1.4** Another Updated on the cad drawning preview written in Amos.
❑ **V550 KEFRENS POWER UTILITIES : NewTopaz, Power Fonts,** Create, Edit or change any 8x8 or 16x16 fonts. **Window,** Change size of dos windows.
❑x **V551 THE SUPER KILLERS V2.3: BOOT X v4.40,** This is the best virus killer disk to date kills over 232 virus & may be more, Includes excellent killers. Including **VC v6.0, Zero virus III v1.20 & VT v2.37.**
❑x **V552 PRINT UTILITIES** Disktik, HyperCat, Label print, Super retlab, LabelBase III.
❑ **V553 SHADOW UTILITIES** Raster Blaster II, Simplesinal & Text Writter **v1.0.**
❑ **V554 R.S.I. MUSIC MODULES 2/3** Another selection of music from Red Section. **(2)**
❑ **V556 RED SECTOR HELP DISK** Another disk to help you use the Red Sector Demo Creator.
❑x **V557 TOO SEXY UTILITIES** A very large selection of utilities Including, V-Checker, Print Studio, Super Dupper & Nuke. Far to many utilities to list.
❑ **V559 PUMA TRACKER v.99** Another good sound tracker close. Used to create the music from Toki.
❑ **V560 10 AMIGA PD COPIERS** A collection of copiers like amigaCopy, Coder copy, Pcopy, Rattlecopy & more.
❑x **V562 MORE UTILITIES PopDir, Exchange, QCal,** Excellent little calendar program. **PhoneDir.**
❑x **V567 PRINTER DRIVER GENERATORS** A selection of utilities with various excellent Printer Driver Generators.
❑x **V569 DUNGEON MASTER MAPPER** A littletool that creates maps of dungeons (and eventually towns) which can be used by a DM for use in a AD&D game.
❑x **V570 CHRIS HAMES UTILITIES : DIRWORK v1.51,** Excellent file copier simulal to diskmaster & Sid but contains more commands to hand. Recommend.
❑x **V571 WHOM II v2.02 (2)** An update to the Dr.Who database program. Gives all info on Dr.Who progs
❑x **V573 FILE & HARD DRIVE MANAGEMENT (2) : HDCLICK v2.0,** A program selector to make Hard disk Menus. Starts with gadgets.**FILE MINDER,** Utility for maintaining files & Directories. **DOSCONTROL,** Tool that combines the functionality of many separate tools.
❑x **V575 HOME BUSINESS PACK (6)** An excellent selection of utilities based on word processing, Data Management, Spread Sheets, Accounts & Printing.

❑x **V581 PDS PRINTING No 3 : PRINTER DRIVERS,** HP Deskjet 500 & 500 Colour, Canon BJ10e, BJ130, BJ300, Nec24p, Oki24p, 39p, Star24p, Panasonic9, Seikosha9. **HPMODE,** For use with Deskjet 500
❑x **V582 DB,** A Database with upto 50 fields,max of about 1.2 million records. **CLICKDOS II,** is an Amiga Dos enhacement utility. **FILEFIND & SUPERVIEW v3.0**
❑x **V583 ICONEDITOR III v2.0,** Can create Icons upto 640x200 pixels. **DOCTORICON v1.0,** Imports images as icons, Can Edit & Create any Amiga icons.
❑x **V584 EDUCATION : FASTFACTS,** Everything you ever needed to know about the solar system. **WORLD MAP,** Produces diffenent sorts of world maps. **PLANETS,** instant locations of plants. **MATH MOUNTAIN**
❑x **V585 ARCHIVERS** A selection od most archivers, like LHArc, Zoo, LHWarp, Pak, LZ, PKAZip, Zap, Zippy & more.
❑x **V586 FONTS & C: COMMANDS : DISKSALVE,** Repairs damaged disks. **SWEEP,** Free unUsed allocated memory.. **FONTASSIGN,** Assigns fonts to the SYS path.
❑x **V587 GELIGNITE FONTS (2)** A selection of Amiga fonts for use with any DTP Package or Dpaint disks.
❑ **V590 CRUNCH N COPY** A selection of programs that will crunch files & Copy disks for safe keeping.
❑ **V591 HAMLAB IFF CONVERTERS** GIF to IFF & back. Used with the GIF Machine to convert Pic to the IBM
❑x **V592 MICRO EMACS** This is an excellent Word processor also comes with a Spell checker program
❑x **V593 TEXT ENGINE v3.0** Another excellent word processor program Simple but will do the job
❑x **V598 DATABASE WIZ** This program will record all your Names & Address. Easy Database program.
❑x **V599 BBASE II v5.3** This disk is one of the most well known database program. Recommend.
❑ **V600 DELTA MUSIC EDITOR** An excellent Music editor program. A new flavor in music creation.
❑ **V601 AUDIO MAGIC v2.0** The latest collection of music based programs. Excellent selection.
❑ **V602 UNICOPY** New disk copy program with various extra features with onboard features.
❑x **V603 POOL FORCAST** An extra helping hand for people who monitor the pools.
❑ **V604 PD COPY v3.0** New disk copy with some extra commands & quick copy modes buit in.
❑x **V605 PRO CALC v1.0** An excellent production which will produces graphs. See AF32 for review
❑ **V606 SAMPLE MAKER v1.0** This program works in a similar way to synthesisers. just choose the wave form, alter it to taste & insert into your sample.
❑ **V607 PRO TRACKER v2.0** A music Editor, which you can create music with, Also load any sample.
❑ **V608 DCOPY v2.0** This is the best copier yet, powerfull commands with deep scan modes.
❑x **V610 GOLF SCORES v1.82** Golf scores just got better with easy charts to keep your averages upto date.
❑ **V611 FOOTBALL LEAGUE EDITOR** Update your leagues positions for instanfootball league Info.
❑x **V620 ASPICE v3.2** Circuit analysis program which has been modified to run on theAmiga.
❑x **V621 EDWORD v2.2** is a fully featured & opera-tional text / Word processor which offers all standard features & More like Powerful search routines, use any 8-point Amiga font & has a built in virus checker.
❑ **V624 NIB COPIER v2.0** The latest update to that excellent disk copy program. Requires 2 disk drives
❑ **V625 NCOMM v2.0,** It's here the long awaited update to the best moden related program on the Amiga. Also contains a New version of **LHArc.**
❑x **V627 DPAINT FONTS No's 1-3 (3)** The latest selection Fonts for use with any IFF DTP Program (3)
❑x **V630 AMICASH** Another excellent program to keep a track of all your checks & expences.
❑x **V634 DUNGEON MASTER II MAPS** IFF maps for FTL's Dungeon Master II. Load through Dpaint.
❑ **V635 IBeM EMULATOR** This is the best IBM Emulator which supports various colour monitors unlike all the others. Voted best shareware program.
❑x **V636 SHADES & FADES : TURBO TITLE,** Video titler especially suited for inserting film subtitles. **STAR BLANK,** Blanks screen & desplays a 3d Star Field.
❑x **V637 TWIN EXPRESS v1.1a (2)** Trans any file(s) direct from an Amiga or IBM Pc, By connecting the Two machines together with a null modem cable. Currently runs at board rate 115200. Thats fast.
❑x **V640 SCALABLE FONTS (5)** Excellent fonts for use with any Desk Top Publishing Program. A Pd First

THE STAR TREK SELECTION

❑x **AT05 KLINGON D7 CRUISER,** fires torpedoes while passing by. **NCC-1864 RELIANT,** Very good anim indeed.
❑x **AT10 ENTERPRICES,** Leaves the Star station dock. **NCC 1701-A,** The classic original Animation.
❑x **AT17 THE TWOK NCC-1860,** Reliant & the NCC 1701-A-Enterprise. **MENSCH ROBOTER.**
❑x **AT18 TWOK-0,** Anim **NCC 1860 Avenger** & **NCC 1701-A-Enterprise.** NCC 1089 Grissom.
❑x **AT22 APPROACHING VESSELS,** Animation, Binary Flight Wireframe landscape by T.Richter
❑x **AT23 STAR TREK FLEET MANEUVER,** NCC-1940 Fly over & by animation. excellent classic
❑x **AT33 THE PROBE II,** Animation. **BRID OF PREY,** Animation from Star Trek. **KLINGONHIT.**
❑x **AT34 LEAVING SPACE OFFICE,** Animation. **DOCKING,** Animation from star trek. **ATTACK MODE,** Bird of Prey Scout hip in attack mode.
❑x **1060 STAR TREK THE NEXT GENERATION,** This game is by Terry A. Mc Intosh. v1.47 *
❑x **1081 THE UTLTIMATE STAR TREK (2)** Game by Tobias Richter. Now with English instructions.
❑x **2222 STAR TREK THE NEXT GENERATION** This is the latest quiz game based on the Next generation **(2)**
❑x **SMAUG120** The **STAR TREK** Game by Eric Gustafson US Inport requires **1Mb** & **(3)** disks.
❑ **SMAUG156** The **STAR TREK** Game by Jimbo Barber The American version **1Mb** & **(2)** disks.
❑x **AMUSE19 TREK73,** A STAR TREK Battle Simulator where you can attack klingons & Romulans
❑x **V367 STAR TREK INFORMATION** A Database of all the original series. Very Detailed.
❑x **V616 THE FINAL FRONTIER ISSUE 1** This is a disk magazine based on Two disks both packed. **(2)**

He are the best NEW Mega demo's from our collect-ion from the past 2 months. The BESt are listed below

MEGA DEMOS

❑ **1988 RAY OF HOPE II BY MAGIX 12**
❑ **2028 IBB MANGAD MEGA DEMO**
❑ **2137 THE WILDFILE MEGA DEMO**
❑ **2250 ODYSSEY ALCATRAZ (5)** This 5 disk space Odyssey needs to been seen to be believed. Brill
❑ **2259 HARDWIRED CRIONICS (2)**
❑ **2375 FEEL THE VIBEL BY DIGITAL**
❑ **2379 FLASH FOR FANTASY BY SANITY**
❑ **2391 RHYTHM NATION BY TLB (2)**
❑ **2400 DIGITAL DISCO II BY CHROME (2)**
❑ **2404 SKIN EGG ANIM BY EVA CORTESE (3)**
❑ **2413 DEVILS 'COLOURS' MEGA DEMO**

ERIC SCHWARTZ SECTION

❑x **1700 ANTI LEMMINS** Anim Requires **(2) 2Mb**
❑x **1703 THE DATING GAME** Anim requires **(2) 2Mb**
❑x **1842 SHUTTLE COCK** Animation **(1Mb)**
❑x **1850 LATE NIGHT** & **TERMINAL** Anim **(1Mb)**
❑x **2013 AGILLITY** Animation disk **(1Mb)**
❑x **2021 VIETNAM CONFLICT** Animation **(1Mb)**
❑x **2133 GULF WAR CONFLICT (2Mb)**
❑x **2307 AMY AT THE MOVIES II (4) 1Mb** Only.
❑x **2311 AMY vs THE WALKER II (2) 3Mb**
❑x **2384 AMY AT THE BEACH (2)** Probley the best animation by ES to date, Excellent **3Mb**
❑x **2427 CAMOURFLAGE ANIM 1Mb**
❑x **2428 MR POTATO HEAD'THE CIRCUS ACT (2)** By Chris Hill. know this is not an ES Anim but it upto his standard & features one of his characters The Harrier. Excellent story.
❑x **2430 SKUNKS & HUNKS:POGO II** Animation **2Mb**
❑x **SMAUG302 AMYHIST** Introduces Amy the squirrel
❑x **SMAUG303 BATMAN,** Another Animation.**VTOL,** about a Harrier vs Propeller plane contest.
❑x **SMAUG305 HOW TO RUN,** How to run into a wall. Very funny Animation by Eric Schwartz.
❑x **SMAUG306 AMYWALKS,** Anim of Amy the squirrel Walking. **AMYJOGS,** Anim of Amy the Squirrel Walking

THE GAMES SELECTION

❑ **1073 TETRIS ORIGINAL**This is the closest game to the original tetris computer game. A Classic
❑x **1420 DTRIS** This is the best 2 Player Tetris game.
❑x **1454 MEGA BALL** An excellent Arkanoid game
❑x **1486 SOLITAIRE & SOLITAIRE ROYAL** Card games
❑x **1561 TRITWIS** This is the best version of Tetris on the Amiga. with 1 player, 2 player & 3 Payer options.
❑x **1735 ASTERIODS** 'THE ORIGINAL' Another old classic. This is the original classic computer game.
❑ **1747 LLAMATRON GAME 2001 By Jeff Minter** Briliant stuff & An excellent production. Shoot to kill
❑x **1749 SCRAMBLE** 'The Original'Remember that old classic well is now on the Amiga.The Shoot em up.
❑x **1870 PATIENCE'S,** This is the best version to date. **DOMINOS,** Play vs the computer or another player.
❑x **1977 POM POM GUNNER** Shoot down the incom-ing world wor II air planes in this Operation Wolf type game
❑x **1981 TRUCKING ON** A truck traveling adventure trading game. An excellent simulator. **(2)**
❑x **1984 AIR WARRIOR** The first real flight simulator on the Amiga with various Air planes to Fly
❑ **2018 JETMAN** Another Spectrum classic converted to the amiga. It's JetPak with all the original sounds.
❑x **2022 SEA LANCE** The first Silent Service type sub war game within our Amiga PD collection.
❑x **2054 ATIC ATAC** A rendition of the game from the original Spectrum computer. Graphic Maze adventure
❑x **2161 ETHOS GAME** An excellent new role playing/ Stratery game. Load through workbench.
❑x **2162 BATTLE OF BRITIAN WAR GAME** 2 Strategy war games which both need loading through Wb.
❑x **2164 DUNGEON ON NADROJ** This is the best Dungeons & Dragons Public domain type game
❑ **2173 CARD GAMES,** Various card games titled Cribbage, Blue Moon, King, Patience & Hearts.
❑x **2177 MISSION X : RAID II** This is a shoot em up game in the style of SWIV & 1943. Very good game
❑x **2178 SURVIVOR** A space based adveture game within the Aliens theme. Nice colourfull graphics
❑x **2179 ADVENTURES IN HELL** A collection of six games, Jedi, Star trek, Atlantis, Ring & Indication.
❑x **2180 SKODA CHALLENGE** An excellect 4 player hotRod game written in Amos. Simple but good fun.
❑x **2185 BATTLECARS** Excellent Solid 3d Graphics. travel around, track down the other cars & destroy.
❑x **2199 PARACHUTE JOUST** You are falling down to earth. & must take the Parachute from the other player.
❑x **2219 NAPOLENIC WAR SIMULATOR v5.0** An excellent simulator program, Sent direct by the Author.
❑x **2220 STRATEGIC GAMES,** Eternal Rome, Lords of Hosts, In Moonshine. An Excellent collection.of games.
❑x **2221 MIND GAMES 21** of the best Mind games to challenge your mind not your shooting skills.
❑ **2224 SWORD OF THE WARLOCK** A Bards tales / Eye of the Beholder adventure game packed on three disks. The best Shareware role playing game on the amiga. Excellent Adveture. **(3) 1Mb (2 Drives)**
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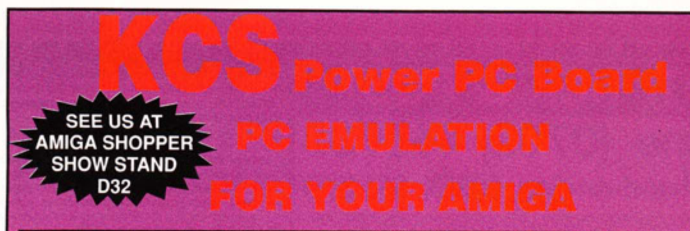
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Adored by critics and users alike, the KCS Power PC Board is a real alternative to buying a complete PC clone.

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• Once fitted, your Amiga can be switched into PC mode simply by clicking an Icon. Just reset and it's an Amiga again.

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Video

• Supports the majority of EGA and VGA modes in 16 glorious colours and monochrome - graphics up to 640x480 and text too. Interlace is required for some modes but a software flicker fixer is built in.

• Other video modes include MDA and CGA text and graphics. Also supports Tandy colour graphics adaptor and Hercules monochrome.

• EGA and VGA graphics can be displayed on a domestic TV or monitor. Unlike *real* PC's, no extra hardware is required.

Disk

• Up to four Amiga drives can be connected to your system and accessed in PC modes as 3.5" 720K or 5.25" 360K. Typical disk access is at least twice as fast as most real PC clones!

• DOS can be started from any mounted drive 5.25" or 3.5" and most Amiga hard drives.

• Supports most popular hard disks including GVP Impact, Supra and A590 (Omtl and SCSI).

• A massive 200K ramdrive (up to 8Mb with expansion) is available in PC mode and it's PC-reset proof too.

Memory

• Even with a base Amiga 704K is free for DOS programs (640K in EGA and VGA modes).

• EMS (expanded memory) is supported allowing you to run Microsoft Windows without problems and store massive files in Lotus 1-2-3. So, if you have 8Mb on board, the PC can use it.

• XMS (extended mrmory) is supported - even though this is not usually possible on NEC V30 machines.

Speed

Its Landmark speed puts it way ahead of many true PC systems - it even compares favourably with many AT clones.

However, the crux of the matter lies with the video speed; and this, as many critics have noted is where the KCS Power PC Board scores over all others. It's no use having a wizz-bang processor if the screen takes several seconds to redraw itself.

• Tests in text modes have shown it is several times faster than even AT clones with dedicated video hardware. Even in graphics modes, it's no slouch although the emulation is limited by Amiga hardware.

• Add a processor accelerator card, and the 32-bit clean KCS cache software will use it to its full advantage.

Mouse

• Automatic serial mouse emulation is supplied as standard - using your existing Amiga rodent.

• Mouse can be configured as COM1 or COM2.

Joystick

• Up to two sticks can be employed at any time. You decide how they are arranged.

Printer

• Your Amiga's parallel port is accessed as LPT1 in PC mode.

Serial

• DOS usually supports two serial ports, but one is taken by the Amiga mouse. The Amiga's serial can be set as COM1 or COM2 as desired, ie for MODEM etc, up to 19200 baud full-duplex.

Sound

• PC sound is supported, but there's an additional volume control available in software.

Works On....

• All Amigas (except the A1000) fitted with Kickstart 1.2 and Workbench 1.2 or higher.

• Extra memory is not required, but full use will be made of extra hardware, like accelerators, flicker fixers, modems etc.

Help!

• We want you to get the most out of your system so we offer a comprehensive, free telephone helpline service to all registered users.

Updates....

• Since the hardware is a complete PC in its own right, all updates are completely software driven. Registered users can update at any time for a nominal fee to cover media and shipping costs.

"PC emulation is a contentious issue - but the KCS Power PC board is the only one to carry my personal recommendation. It is an excellent product that does all it claims and does it well."
comments Mark Smiddy, co-author of Mastering AmigaDOS 2.

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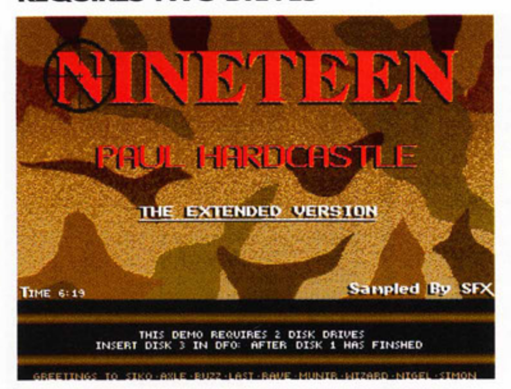
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Twisting shapes, cartoons, digitised pictures and more rave music than you can shake a strobe at. What can it all mean? It must be another batch of that strange phenomenon known as Public Domain software. **Maff Evans** sits down with a whole stack of disks and sorts out the choice cuts from the gristle (ugh).

NINETEEN

17 BIT, DISK 1753 (THREE DISKS)
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Some suitable combat imagery for a song about the Vietnam war – the classic dance track Nineteen.

If anyone can think back to the charts of the mid Eighties, they will no doubt recall the track that set the lead in using cut-up samples in club dance music; Paul Hardcastle's Nineteen. Not only did the single reach Number One in the UK, it also paved the way for the continuing trend of using samples from TV and films to add atmosphere to dance music – a trend that has been carried on right up to current rave records. But what has all this music history got to do with the PD demo world? Funny you should mention that...

Amiga musician SFX has taken a step back in time and put together a track which closely mimics the 12-inch Destruction Mix of the single. Using samples from the original track along with new instrument sounds, SFX has managed to produce a fairly accurate rendition of the track. The sample quality is pretty good, and the track slots together nicely. There is little in the way of graphics, but the screen that is displayed as the track plays has been well drawn and captures the combat atmosphere of the track's subject matter.

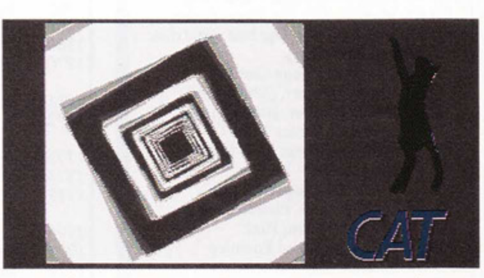
Unfortunately it needs to be run on a machine with an extra floppy drive, but if you want a bit of nostalgia (or are just too young to remember the record) and you do own a second drive then it is worth checking out.

CAT COMPUTER CLUB DEMO

WACK PD

If there was an award for the most relaxing demo of the month, then it would have to go to this disk. Put together by Silents and Crionics, *CAT Computer Club* features a whole host of effects, all of which unfold at a leisurely rate. All the usual elements are there, such as vector shapes, vectordots and ray-traced pictures, but all the sections have been put together with the style and care that has made Crionics and Silents big names in the PD demo world.

Most of the demos appear on a screen next to an animated silhouette of a running cat, which gives everything a sombre and mysterious feel. One of the strangest effects is the 'ghosted vectors' animation technique, which was first seen in the *Hardwired* demo. There isn't really a lot of new stuff to be seen on this latest demo, but the casual tone of the graphics and music coupled with the slick presentation make it a nice diversion for a short while. Just don't expect to be loading it up time and time again for entertainment – it's really best kept for those special, relaxing moments that are spent in private.



Cats and psychedelic tunnels. It's either a trip or a demo!



This classy image gives you some idea of the relaxing feel of Crionics' and Silents' *CAT Computer Demo*.

TOTAL DECEPTION

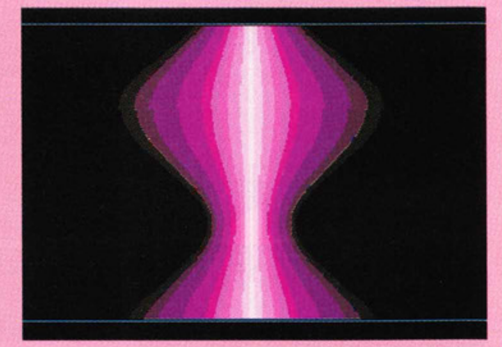
WACK PD



Oh yes, very original. Colourful and smooth it may be, but it's hardly the most innovative technique ever.



Neat? Well... it looks like a tree or a lot of straggly lines, no matter what mathematical technique was used.



What's this wobbly tube doing here? Some more bendy lines from the *Total Deception* demo? Could be...

Judging by their very first demo, PD demo newcomers Cyborx seem to be living in a bit of a time warp. All the elements of their *Total Deception* disk are very similar to demos reminiscent of a couple of years ago. The demo starts off by displaying a couple of logos, which come complete with starry skies, silhouetted rocks and quickly follows up this cliché with some plasma effects.

Next up are some rather wibbly fractal lines to represent trees and ferns. Sorry lads, but this kind of thing has been somewhat succeeded by solid, 3D surface fractal generators (have you not heard of *Vista Pro*? Or why not check out the *Vista 2* review on Page 148).

A Mandelbrot set, some poetry, a few vectors and copper bars and a ray-traced picture are pretty much all that's left, but these are hardly ground-breaking examples, so they are highly unlikely to hold your interest for very long at all. Even the music is a tired reworking of the usual Soundtracker theme. Liven up! This is 1992!

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VISA

DEJA-VU

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LPD 85	Magic Wassocks, platforms game (very playable)
LPD 84	Quess Whoo, neat puzzle game
LPD 83	Picture Hangman (good fun)
LPD 82	Colouring Book 2 (brilliant)
LPD 81	Pools Pro Predictor (brill)
LPD 80	Icon Bank Editor
LPD 79	Music Engine, (music player)
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LPD 73	Database V3.0. Superb database
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LPD 62	Revolution
LPD 61	The Final Chapter, Game
LPD 60	Techno Snail, Platform Game
LPD 59	Prehistoric Fun Pack
LPD 58	Locks Keys and Enemies
LPD 57	Kiddies Clip Art
LPD 56	X Text, needs Amos
LPD 55	Spritex, needs Amos
LPD 54	Magpies Clip Art Disk 4
LPD 53	Magpies Clip Art Disk 3
LPD 52	LC24/200 Fonts V1.0A
LPD 51	Magical Young Artist
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LPD 49	Marvin the Martian
LPD 48	Sparx Stockin Filler
LPD 47	Dirty Cash, Fruit Machine
LPD 46	Magpies Clip Art Disk 1
LPD 45	Music Box, Like Sonix, Very Nice
LPD 44	Formula 1 Challenge V2.0
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LPD 42	X-Stitch
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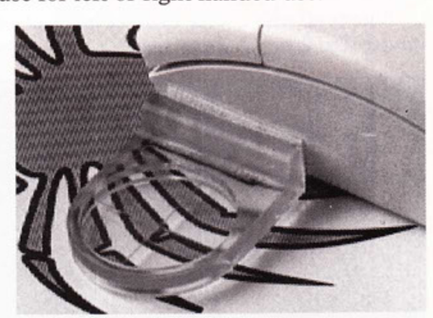
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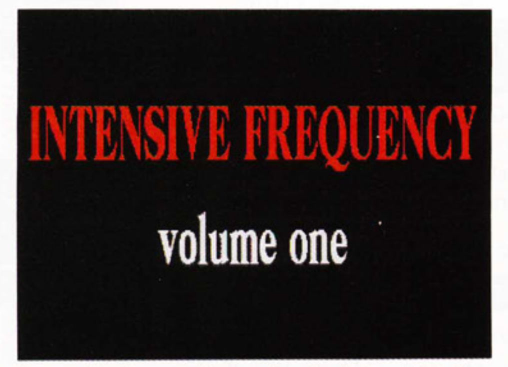
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INTENSIVE FREQUENCY VOLUME ONE

17 BIT, DISK 1783



Not much in the way of impressive visuals here, but a few competent dance remixes can be found on the disk.

Not content with simply converting one hit rave track to the Amiga for their latest demo disk, Stryx and Dr Awesome have plugged in the sampler and come up with three new versions of recent chart dance singles.

First up are reworkings of Moby's 'Go' (the one with the *Twin Peaks* string line) and Altern-8's 'Activ-8'. The tracks are very similar to the originals, with the shouts, drums and synth noises all taken straight from the records and reorganised to form shorter versions.

The last track on the disk is a little more predictable – a Prodigy track. This time it's their second chart hit, 'Everybody in the Place', that gets the PD treatment. The sampling on this track isn't of as high a standard as on the other two, because it has been constructed from longer samples of the track. This means that the sample rate has to be decreased to save memory, resulting in very little difference between this version and the single, apart from the fuzziness of sound, which hardly makes for worthwhile listening.

There are no graphics on the disk, apart from a few text messages that fade in and out, and the sound quality isn't the best heard on an Amiga music demo. If you like the original tracks, chances are that you already own copies of them, so you'd be better off sitting by the stereo listening to them rather than staring at a computer screen listening to inferior versions.

ALICE'S ADVENTURES IN WONDERLAND

GEORGE THOMPSON SERVICES, FOUR DISKS

This is an exceedingly strange demo. In fact it hardly seems like a demo at all. There's no music, no fancy loader, no animation and no scrolling greeting messages. So what is it? It's actually an Amiga conversion of Lewis Carroll's classic children's book *Alice's Adventures in Wonderland*.

The demo has to be loaded via Workbench, with the four disks containing text files and scans of the original line art. To view a file all you have to do is double click on its icon and the text file or picture is loaded and displayed. The text is a straight copy from the book and the scans of the illustrations have been very nicely done, but the big question has to be "What is the point?". True, it may be a classic piece of literature, but surely it's much more relaxing sitting down with the original book and reading through in sequence instead of sitting in front of a computer screen calling up short segments one at a time. If it had been a new story with a fresh approach, it may have been more interesting.

The Alice demo is a brave attempt to bring a fresh idea to the PD demo scene, but it is hardly the most exciting thing to hit the circuit. Also, when you consider that all it contains is material from a book, it's hardly original either. The approach opens an interesting avenue for future demos though. Imagine – a totally original story to be found on disk with a collection of pictures or animations at key points in the story. It could be pretty big stuff... so how about it?



To start the demo, some background information on the book and its author can be called up for educational purposes.



A disembodied head with wild eyes and a maniacal grin appears in a tree. Who else could it be but the Cheshire Cat?

GARLOWEEN THE MOVIE

17 BIT, DISKS 1800 AND 1801

There have been some odd animation demos in the past, but this has to be one of the most off-beat yet! It features... well, let's go through it a little.

It starts off with a scene from the inside of a movie theatre. The lights go down and a few adverts appear on the screen, shortly followed by the trailers for forthcoming attractions. But what's the main feature? Imagine a horror flick starring a cute yellow and orange fellow by the name of Garfield and you're there, since the film is '*A Chainsaw Nightmare on Garloween Street the 13th – Part 48*'. The short film carries on this ridiculous scenario, followed by credits (including a soundtrack album featuring Garf and Roses and Garchael Jackson).

The animation style is quite simple, with bold, colourful cartoon pictures to portray the scenes. Despite the fact that there isn't the detailed movement and fluid action of someone like Eric Schwartz, *Garloween* still manages to work rather well. The cleverly studied portraits and sense of humour give it a lift which makes the whole thing definitely worth watching. Order yourself a copy, put your laughing trousers on and have a giggle.



A few cinematic adverts are always found before the main feature and the *Garloween* demo is no exception.



Just when you thought it was safe to go back to the post box... Garbo XI – the return of the gun-toting fuzzball.

CONTACT:

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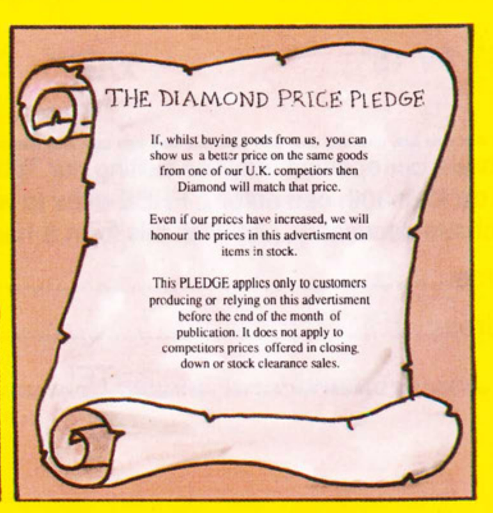
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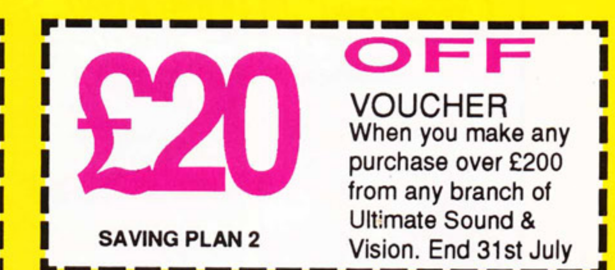
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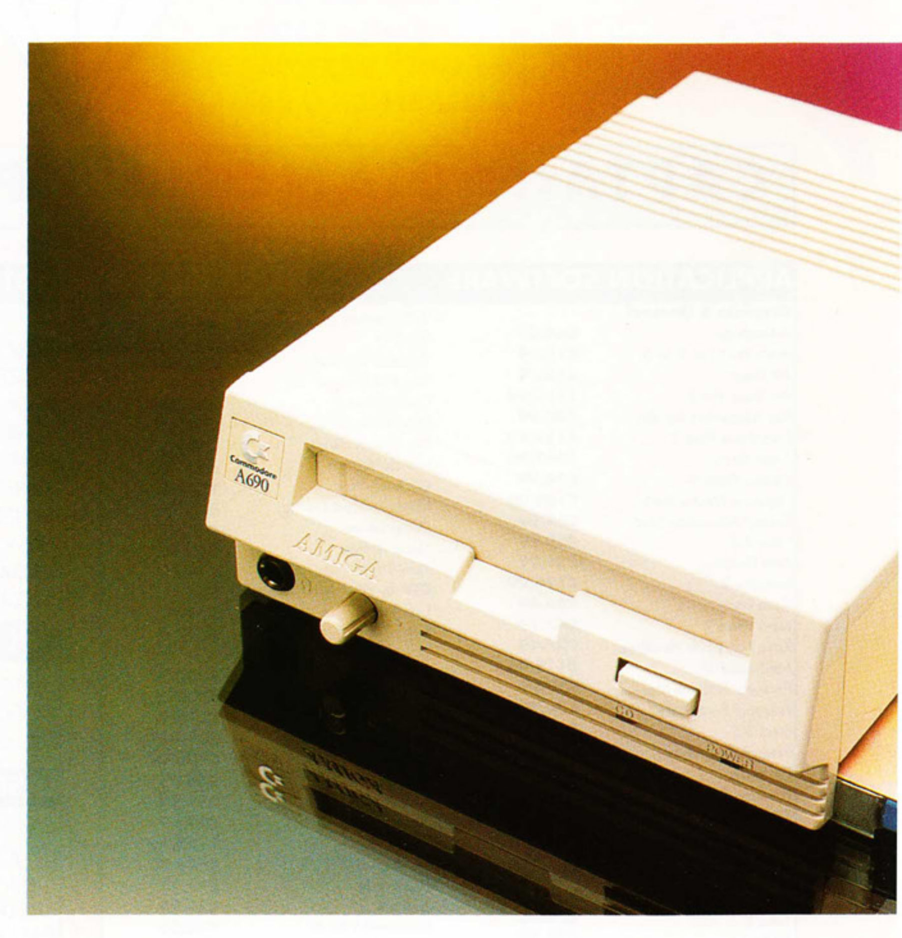
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Answering questions for fun and profit! here, for the first time, we are proud to present the grand Amiga Format quiz: a bunch of ludicrously irrelevant questions which you should be able to have some fun answering. But there's also gain to be made: you could be one of five lucky winners to go home clutching a brand-new A570 CD-ROM drive, as supplied to us by this month's competition sponsors, Calculus.



The Grand Amiga Form
Win an A570 CD

Brought to you by...

This is the first example of what (we hope!) will become a regular feature of ***Amiga Format***: the Grand Quiz. It's partly for fun, and hopefully you should get a bit of fun out of answering the questions: but if you don't like playing the game for its own sake, you can also enter the draw for your chance to share in a massive-prize giveaway!

This month we've got five – count 'em! – brand-new, Commodore A570 CD-ROM drives to give away. The prizes have kindly been supplied by Calculus, a name you should expect to see more of in your area in the very near future.

In case you're not familiar with the name, Calculus is a nationwide network of local Amiga dealers, linked together by a central telephone system. This means you can telephone the central number, find out where your local Calculus store is and be assured that you'll be able to pop round and purchase a wide range of Amiga goodies at the Calculus fixed price. Using their computer system, the telephone service can even tell you whether a particular item is in stock at your local Calculus shop!

Because the Calculus network is made up of independent, local stores, they are firmly committed to bringing you a friendly, personal and knowledgeable service, which is always a great boon. Features of the Calculus network currently include:

- Over 150 stores and growing fast
- Based throughout the UK
- Database telephone number connects to a computer system providing local dealers' names, addresses and telephone numbers
- The UK's largest volume mover of Amiga professional products
- Exclusive A3000 trade-in offer authorised by Commodore
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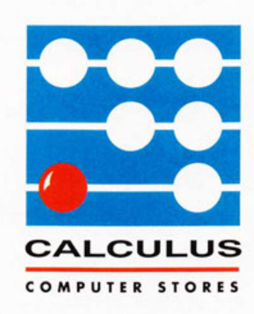
HOW TO ENTER

Simply write down the answers to all ten questions on the back of a postcard or stuck-down envelope along with your name and address, then send it to Grand Quiz June, ***Amiga Format***, 29 Monmouth Street Bath BA1 2DL to reach us by the closing date of June 12. You can enter as many times as you like provided that each entry is posted separately. Please do not include entries with any other correspondence to the magazine: the competition address is different from our normal correspondence address.

THE RULES

Employees of Future Publishing, ZCL PLC and Calculus member stores are not allowed to enter. Entries will be drawn from the postbag after the date of closing and the first five correct entries drawn will win. The judges' decision is final and no correspondence will be entered into. No cash or other alternative prizes will be offered but we reserve the right to offer prizes of an equivalent value if the prizes named are unavailable.

at Quiz for June ROM drive



A570: going for a drive!

Right, there's 10 questions here, and what we want, of course, are the answers. Because the A570 is a drive and because its carefully-chosen name sounds more like a road number than anything else, we thought the theme for this month's quiz should be a short trip through Lancashire along the A570 and a few others probing road-related questions. What a bunch of train-spotters, eh?

Basic info: the A570 runs from Southport to St Helens via Ormskirk, which is just north of Liverpool for the uninitiated. Now answer these incredibly silly questions — you may use reference books or ask clever people, if you need to!

1 The A570 has (T) after its name on maps: what does that mean?

2 Racehorse trainer Ginger McKane used Southport beach as running ground for which three-times Grand National winner?

3 St Helens is home of glass-makers Pilkington: what's their winning connection with the game of rugby?

4 What formative railway experience took place at Rainhill, just between St Helens and Liverpool?

5 For what is the old estate of Lord Derby at Knowsley, just west of St Helens, best known?

6 Which was the first motorway built in Britain?

7 Which is the longest road bridge in the UK?

8 England's less glamourous equivalent of Route 66 is the A66: where is it?

9 Where is the longest road tunnel in the world?

10 Which two Roman roads, still followed by modern A roads, meet at Lincoln?

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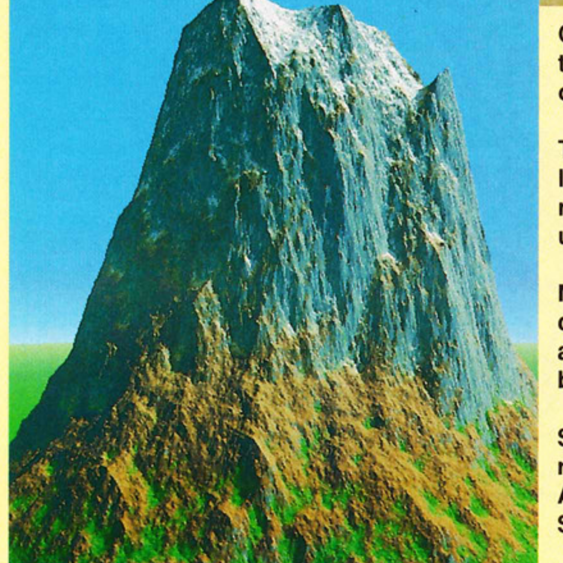
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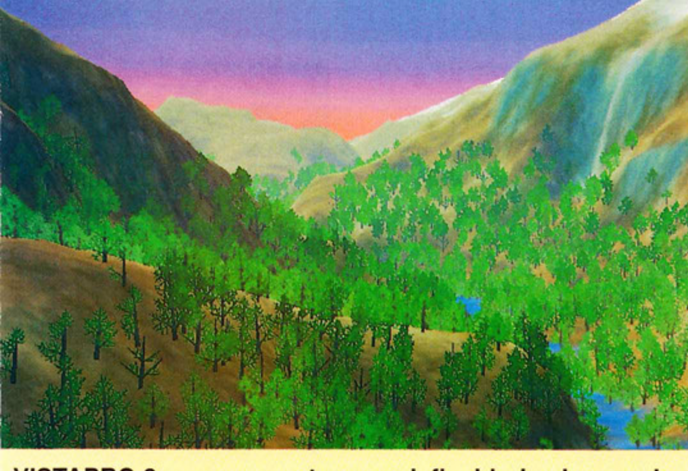
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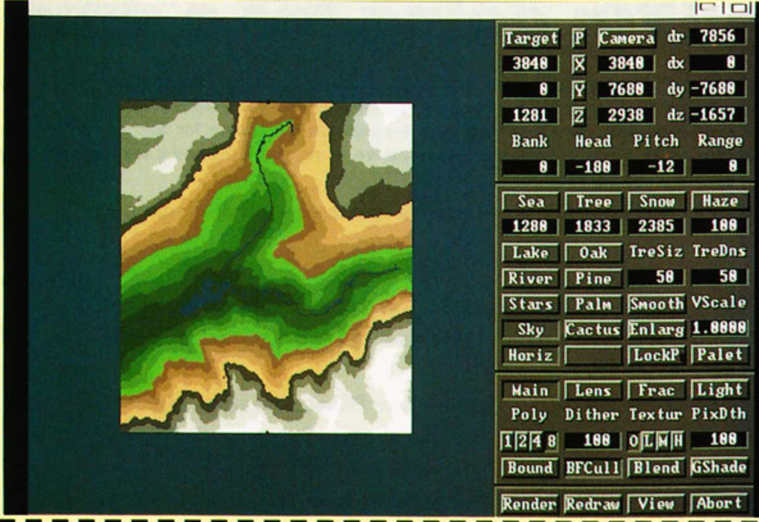
NOTE: VISTAPRO 2 needs 3mB or more.

If you own an accelerator card VISTAPRO 2 will take advantage of it.

Original Virtual Reality Labs. VISTA Manual for your Amiga Format April Cover disk £4.95

NOTE: To take advantage of these update offers, you MUST send in your April Amiga Format VISTA diskette and £1-00 post/package with your order (your diskette willl be returned with your order).

VISTAPRO 2 control panel



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Remember - you MUST include your free VISTA cover disk from the April issue Amiga Format

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FOOTBALL TACTICIAN

Until now, football simulations came in two categories: arcade and management. Few, if any, ever bothered with the all-important STRATEGY which a successful manager is to master, both before a match when deciding on squad selection, and during the match when high-drama, real-time decisions must be made on tactics, substitutions, set pieces and player deployment. But now, for the first time on any major computer, there is a superlative management game that encompasses all forms of soccer strategy: it is called **FOOTBALL TACTICIAN.**

Team selection, needless to say, remains a critical element in any successful campaign: and here you will be aided with a wealth of player data, never seen in any soccer program before. Gone are the days when a player was given a single skill level. Each player is now analysed in up to 20 different aspects, enabling you to select the side best suited for the match in hand. And then to the BIG innovation of **FOOTBALL TACTICIAN:** full on-line, real-time involvement during the match! For the first time ever, you will, as a manager, be able to alter your strategy : choose a defensive or offensive system, mark certain opponents, drop back some of your players if the pressure is tough, decide exactly when substitutions should be made, play the off-side trap, go for quick counters, etc... With full on-screen commentary and minute-by-minute feed-back, you're as involved in the match as any of your players! When you further consider that this game is written in 100% machine code (unlike scores of other slow-motion offerings which are written in basic), that up to twenty two users can play this game at the same time, that accurate records are kept on all 440 players in the first division, right down to their exact market valuation, that a built-in editor allows you to change any player's or manager's name, you will realise that this is no ordinary soccer manager. THIS is the REAL THING. You're in charge. You manage your side before and during the match. Nothing is left to chance. Can you rise to the challenge? Try **FOOTBALL TACTICIAN** and prepare yourself for the ultimate football experience.

Amongst the many features: intelligent computer behaviour, lively transfer market, ability to replay ANY match of the week with full commentary, three levels of commentary from highlights only to every single ball challenge with all players named, ability to retrieve any fixture from the last 21 seasons, top scorers chart, friendlies, speed control, twenty player squads including the VERY LATEST transfers right up to this very week, full European Cups program with every single European player accurately named, selectable positions, automatic and intelligent substitutions by computer opponents based on player fitness, fatigue and tactics used; computer opponents will automatically change tactics to respond to situation on the field, ability to utilize to full advantage any extra memory fitted, and many more!



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Description	Price	Order No
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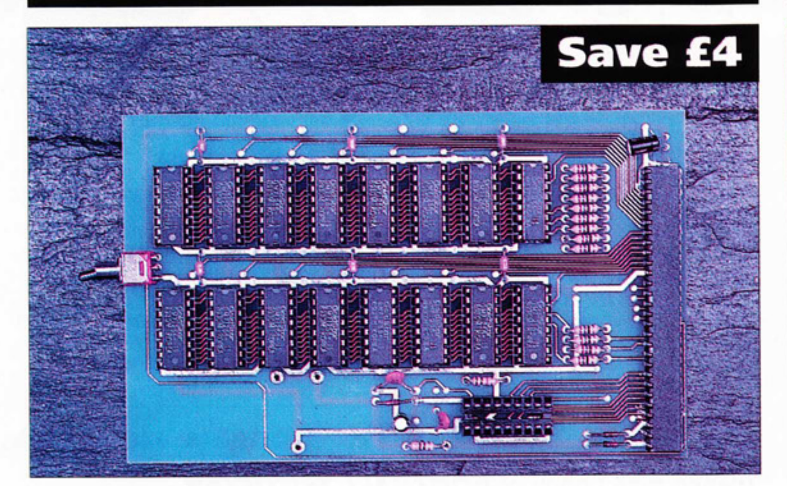
The exclusive limited-edition ***Amiga Format*** T-shirt is now available to ***Amiga Format*** readers. It features the 'Lichtenstein' pop-art cover of Issue 20 in a large four-colour back print, new logo on the front.

Description	Price	Order No
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Made by WTS in the UK, this isn't the most glamorous memory expansion you'll ever see: but it gets the job done and it means we can bring 512K users the memory expansion you need at the lowest possible price! It also comes with a battery-backed-up clock, so you need never set the time again. More and more software is being produced that will only work properly on a one megabyte machine: and if you don't have an expansion, you're missing out on the complete full-price programs, like *Vista*, brought to you on Coverdisk 33, or *PageSetter*, Coverdisk 34, or this month's *Spectracolor*. Get upgraded!

Description	Price	Order No
512K RAM Expansion	**£25.99**	**AM237**

Fun School 4



AMIGA FORMAT STAR BUY

The latest versions of the top-selling home educational programs are here! The *Fun School* series aims to teach basic skills to children via enjoyable games. The new series comes in three different flavours, aimed at three age groups: Teddy looks after the under fives, Freddie the Frog caters for the five-to-seven year olds, while Sammy the Spy is there for eight-to-elevens. Each age level has six different games, which teaches and tests different facts and concepts.

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Oh No! More Lemmings

Who could complain about getting more of the top game of 1991! This adds another 100 levels to the original, and we're offering you the stand-alone version, so you don't need the original *Lemmings* to play it!

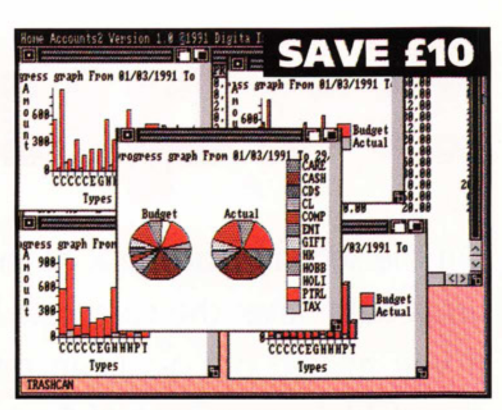
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Celtic Legends

Huge, beautifully-presented and intriguing game based around a board-game-style hex system, with the emphasis on combat. Absorbing and intelligent: rated 85 per cent in ***Amiga Format*** Issue 30.

Description	Price	Order No
Celtic Legends	**£23.99**	**AM235**



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Described by ***Amiga Format*** as "a package which will suit any household", this is the ideal way to keep track of your financial affairs, from what's in your cheque account to how much is left after the bills!

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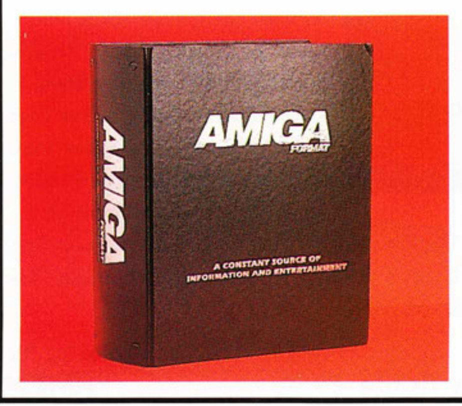
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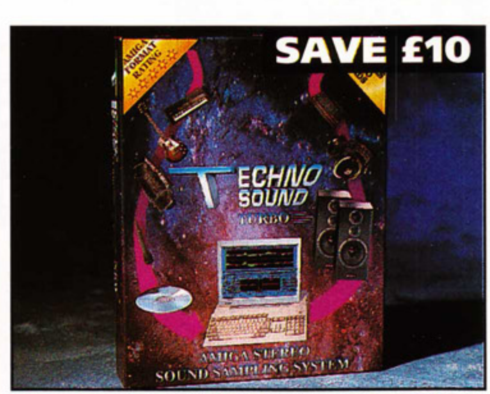




Award Winners Compilation

What a combination! The Format Gold ground-breaker *Populous*, stunning footie fun in *Kick Off*, the cartoon-on-a-disk *Space Ace* and the top-class puzzle game *PipeMania:* all rolled into one great package.

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See our remarkable Subscription offer on Page 156!

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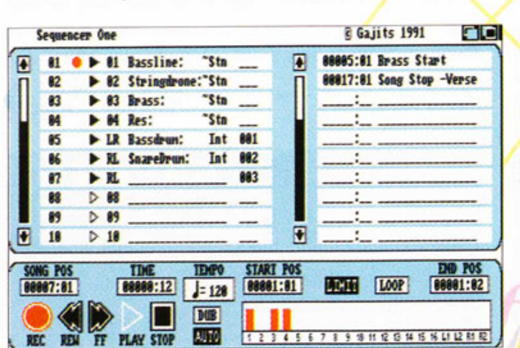
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Sequencer One

On the second Coverdisk of the Christmas special issue we brought you the best special offer you could have: the complete **Sequencer One** music package, RRP £89, for next to nothing. If you missed out, you can get your copy from Back Issues for only £5. But it doesn't stop there! Make the most of **Sequencer One** by taking advantage of the **host of extras** which build up the **most powerful easy-to-use music-making system** there is!



***Sequencer One*, the excellent beginners' music program we gave away with Issue 30. If you missed out, get it now from our Back Issues department on Page 184!**

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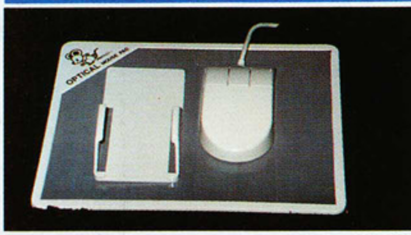
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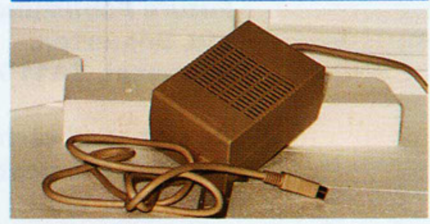
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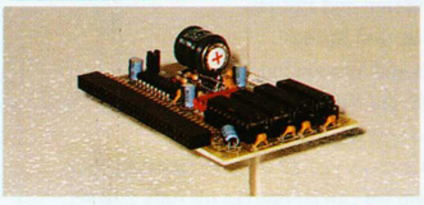
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Getting to grips with Workbench

In part five of the series that's specially for people who want to learn about the Workbench disk, we're going on to some advanced CLI stuff and we'll learn the basics of making a self-booting disk!

WHAT WE'VE DISCOVERED SO FAR

In the first four parts of this series, we've been learning how to use Workbench and the CLI or Shell to do all the basic 'house-keeping' jobs. Let's take a brief run-through of what we've covered so far...

The Workbench disk contains two different 'interfaces' for controlling your Amiga. One is the Workbench itself, where it's all done using icons, menus, windows and the mouse. The other is the CLI or the Shell (both are pretty much identical, but the name 'CLI' is often used to refer to both) where everything is done by typing in commands.

Both interfaces give you control over a hidden thing called AmigaDOS (Amiga Disk Operating System) which basically lets you control what's happening to things on a disk.

All items of data on a disk come under the general name of 'files', though there are actually two kinds: programs themselves, and data files which are created by those programs (like a letter you've created in a word processor, or a picture you've created in *Deluxe Paint*). The Amiga manuals call programs 'tools' and files 'projects', but nobody else does.

There are basically four main things you can do with files on a disk. You can create new ones, like when you save a picture out of Deluxe Paint. After it's there, you can delete it so it no longer exists; you can make a copy of it, choosing whether the copy remains in the same place or moves somewhere else; or you can move it from where it is to another place.

Apart from files, the other things you can have on a disk are drawers, also known as directories. If you think of the disk as a filing cabinet, these are literally like the drawers: they're used to help you organise your files into groups. What distinguishes a drawer is that no two files inside it can have the same name: but a file in a drawer can have the same name as a file outside the drawer.

THINGS YOU SHOULD BE ABLE TO DO BEFORE YOU GO ON...

If you've read all the series so far, you should know how to do all these things using the Workbench, or the CLI, or both:

Format a disk
Rename a disk, drawer or file
Copy a disk, drawer or file
Delete a disk, drawer or file
Create a new drawer
Move a file or drawer from one place to another

If you're not quite sure how to do any of these things, then either go back and read the previous instalments of this series before you start or look it up as you go along.

WHAT TO DO IF YOU'VE MISSED PARTS ONE TO FOUR...

The series started in Issue 31 (Feb 1992) of *Amiga Format* with a look at the theory behind Workbench, which is useful but not essential. Copies are still available from our Back Issues department on Page 156.

Part Two in Issue 32 (March 1992) covered basic techniques for operating your Workbench and how to format and rename a blank disk. Unfortunately this sell-out issue is not available as a back issue. If you have a friend with a copy you have our permission to photocopy the article.

Part Three in Issue 33 (April 1992) went into all the details of doing the main functions described above. Part Four of the series in Issue 34 (May 1992) recapped everything we have done to date and both are still available from our Back Issues department.

ARE YOU READY to take a step on and become a real hard-core Amiga user? Yes? Good! Because we're going to do some really intensive messing about with the CLI and you're going to create your very own self-booting disk. And you'll probably discover it's all a darn sight easier than you thought it was, too!

Before we actually crack on with it, let's take a quick look at some of the theory behind it so you've got an idea of what we're going to be doing later on. Oh, and before we start, here's a couple of notes.

Most important thing is that we're going to be using the Shell for the vast majority of this. There are certain things you could probably do using the Workbench instead, but for the sake of learning more about the CLI it's worth doing it this way.

I'm actually going to be using Workbench 1.3, but we've checked it and everything works exactly the same on Workbench 2. Finally, remember that although we often refer to it as the CLI, the Shell is actually more or less exactly the same thing. OK, let's get theoretical!

Just in case you're not precisely certain what a self-booting disk is, let's take a look at that first. It's simple enough, really.

If you've just switched your Amiga on without a disk in the drive (and assuming you haven't got a hard drive attached), it sits there showing you the screen that says "put a disk in if you expect anything more to happen". For older Amigas that's the picture of a hand holding a disk: for Workbench 2 Amigas, that's the purple screen with the animation of a disk being put into a disk drive.

At this point, if you put a self-booting disk into the drive, the Amiga will load up from the disk and start doing something. The Workbench disk and most game disks are self-booting.

Alternatively, if you put in a disk that isn't self-booting, the Amiga will take a quick look at it and do nothing. That's all that a self-booting disk is: one that actually starts up the Amiga and does something.

Disks that aren't self-booting have to be accessed from the Workbench, so you load up the Workbench first from its disk, then take out the Workbench disk and put the non-self-booting disk in.



It doesn't really make sense when it's sitting still on the page, but this is what your self-booting disk will do: display a series of pretty pictures for you as a slideshow.

While we're on the topic, it's worth mentioning that self-booting disks come in two kinds: standard Amiga ones, and non-standard ones. The difference is that with a standard Amiga boot disk, you can treat it as if it was not a boot disk.

In other words, if a self-booting disk is a standard Amiga one, you can load up Workbench first, then put the disk in the drive. Workbench will recognise it and you can use it from Workbench the same way you could with a non-booting disk.

The difference with non-standard self-booting disks – like the vast majority of game disks, for example – is that if you boot Workbench first and try to run them from there, they won't work. Workbench won't even recognise them: you'll get that disk icon with DF0:BAD or DF0:??? under it, just as if the disk were an unformatted blank disk or a disk from another type of computer.

The reason for this is that most software houses, who make the games, don't want you to be able to make copies of their game disks from Workbench. We'll find out how they stop you from doing that in just a moment…

What is it, then, that makes a self-booting disk different from a non-booting disk? Well, basically it has something extra on it called a 'bootblock'. A bootblock

Continued overleaf

is simply a small piece of data at the start of a disk which tells the Amiga that it should start up from this disk. A 'block', incidentally, is a term for a chunk of data on a disk – you know what 'boot' means already.

When we're making our own self-booting disk, we'll need to put a bootblock on it. We'll do this as the very last step, when we've prepared the disk we're going to make self-boot. It's done using a CLI command called 'install', which writes a standard Amiga bootblock onto the disk by copying it from a standard one on the Workbench disk. Simple enough, eh?

Incidentally, this is why those non-standard self-booting game disks can't be recognised by the Workbench: they have a special bootblock written by the game programmers. These are known as 'custom bootblocks', in the same way as an individually-prepared non-standard car is a custom car.

Where this becomes terribly important is if you are concerned about viruses. The vast majority of viruses are bootblock viruses: they actually change the bootblock of the disk they're on. Now, as you may well know, you can use a virus-checking program to see if a virus is on your disk: but the tricky bit is what happens if you find one.

If you have a virus on a standard Amiga disk, you can get rid of the bootblock virus by simply writing a new bootblock onto the disk. But if the disk has a custom bootblock, you can't write a standard bootblock onto it, because then it won't work any more.

For this reason, we often recommend that you don't virus-check game disks: just switch off the computer for at least 30 seconds before you start up a new game disk and that way you can be sure that viruses won't spread. Alternatively, you can get PD programs which will read the bootblocks of your game disks and store them on a disk, just in case you ever need to restore them to health, but you have to be pretty confident of what you're doing to do this.

So, one thing we're going to need on our self-booting disk is a bootblock. After that, there's a couple of other things that every standard Amiga boot disk must have. We'll take a quick look at what these are, but it's worth briefly explaining how a disk starts up your Amiga.

When you switch the Amiga on, the Kickstart chip inside the Amiga prepares the whole thing for use. Kickstart contains the basics of the Amiga's operating system, so it prepares the Amiga to check the disk drive for something to happen.

When you put a self-booting disk in, the Amiga first checks that the disk has a bootblock. It does, so the Amiga then starts loading data from the disk. The first thing it does is open an AmigaDOS screen (remember that AmigaDOS is the Amiga's operating system, the thing that the CLI and Workbench give you control of).

To do this it needs certain information and so it looks for a directory on the boot disk called Devs, which must contain a file called system-configuration. This reads off basic information about how you want the AmigaDOS window to appear, such as the colour.

After that, it begins to wonder what program the disk is going to load, so it looks for a file called the startup-sequence. This is an AmigaDOS program file: essentially, it's like a word processor document in which you have typed a whole bunch of CLI commands. Startup-sequences can be quite simple, as you'll find out. It must also live in a specific directory on your disk, a directory called simply 's'.

Right, so you know now what a disk has to have on it to be self-booting: a Devs directory with a system-configuration file; an s directory with a startup-sequence file; and a bootblock. Then, of course, you've got to have a program for it to run. We're almost ready to go…

There's one last thing before we start. We're going to be using a whole lot of CLI commands in this part of the series, but do you know what a CLI command is?

Put it another way: do you know how to run a program from the CLI? No? Well, it's actually the easiest thing there is: all you have to do is type the name of the program, and the program will load. Easy, eh?

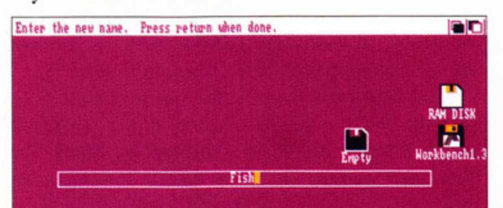
In actual fact, CLI commands are short programs. So when you type a CLI command, you are running a short program. This means you can include as many or as few of the CLI command programs as you like on your disk. Anyway, that's pretty much by the by: you'll get a better understanding of this as we go on. Are you ready to make a disk?

1 Format and name a disk



Format a blank disk by clicking on its icon and selecting the correct menu option - you do remember how, don't you?

First thing to do is boot up your Workbench disk, get a blank disk and format it. Then rename it to whatever name you fancy: I'm going to call my disk Fish, simply because it's short and handy. It's probably easiest if you use the same name.



Then give your disk a name - something short is easiest, because you'll be typing it a lot! Don't put spaces in the name. This disk will become your self-booting disk.

2 Get rid of unwanted stuff



We use the CLI to delete the Trashcan on the blank disk, because we won't really need it and it just takes up space.

As with every blank disk, the disk Fish now has a Trashcan on it which we don't really need, so we'll delete it. In the course of this, we'll try out a couple of new commands.

Remember, when you're using the CLI it's very important to always know which area of a disk you are currently working on. There are certain CLI commands that are very useful for 'navigating' through the different directories of different disks. The first of these is cd which simply means change directory. The second is 'dir' which gives you a list of what's in the current directory (the one you're working in).

Make sure you've got the Workbench disk in the drive and type

```
cd Fish:
```

which changes the attention of the CLI to work on the disk Fish. The Amiga should put up a prompt asking you to put the disk Fish in the drive, so do so. Note how the CLI prompt that asks you for the next command changes to the name of the disk you're now working on. Now type

```
dir
```

and you should get a list of what's on the disk Fish. You'll notice there's a Trashcan and a Trashcan.info files for the Trashcan's icon, so delete them both. Notice that because you've changed directory to work in the Fish disk, you don't need to specify the path for the files you're deleting. And remember, with the CLI capital letters don't make a blind bit of difference.

```
delete trashcan
delete trashcan.info
```

```
AmigaShell
1.Fish:) dir
     Trashcan (dir)
  .info                          Trashcan.info
1.Fish:) delete Trashcan
1.Fish:) delete Trashcan.info
1.Fish:) makedir devs
1.Fish:) makedir s
1.Fish:) dir
     devs (dir)
     s (dir)
  .info
1.Fish:)
```

Using the CLI, it's easy to create the two drawers that must be on every self-booting disk.

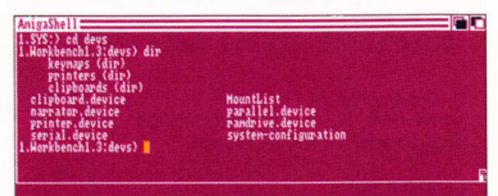
3 Make the directories you need

Using the makedir command we've used before, we'll create the drawers or directories we need on the disk. Again, we don't need to specify where because we're already working on the disk Fish.

```
makedir devs
makedir s
```

Finally, to check your progress try the dir command and you should see the directories you've created.

4 Getting a system-configuration file



We can get the system-configuration file we want from the Workbench disk's own devs directory. This means that your self-booting disk will have the same Preferences set-ups as your Workbench: like the gaudy maroon colour, in my case!

Right, we need a system-configuration file, but where do we get one from? Well, the best way is simply to pinch one off a disk that exists already, such as your Workbench disk.

Continued on Page 192

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Quit out of the Shell, put the Workbench disk back in the drive and restart the Shell again; notice that the prompt is back to the Workbench disk again. Let's find the system-configuration file we want by typing

```
cd devs
dir
```

and there it is, all waiting for you. Now simply copy it to the devs directory of your Fish disk

```
copy system-configuration fish:devs
```

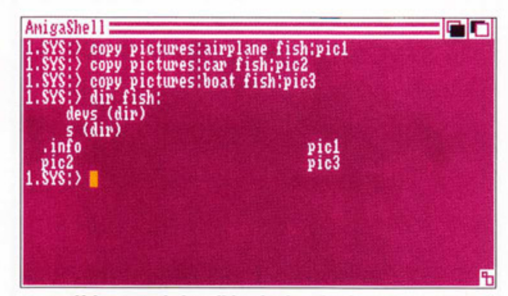
and check it's there by using the dir command in a slightly different way, with a path that tells it where you want to look:

```
dir fish:devs
```

5 Getting a program to run

For this example, we'll make a slideshow disk that displays pictures. First we'll need the pictures, so get three pictures you've created with *Deluxe Paint* or make some. Copy them across to your Fish disk. If you like, you can rename them as you go to make it simpler later on, like this:

```
copy Pictures:airplane Fish:pic1
copy Pictures:car Fish:pic2
copy Pictures:boat Fish:pic3
```

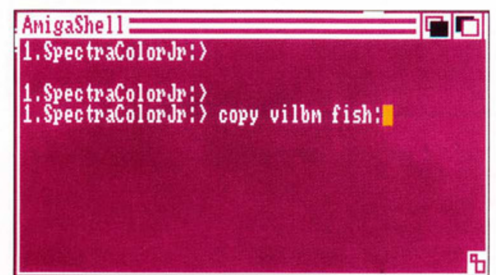


Our self-booting disk will load a bunch of your pictures one after the other as a slideshow, so you'll need some pictures you've created with *DPaint* or *SpectraColor Jr*.

Because you've got three disks involved – you're copying from the disk with saved pictures on, to your Fish disk, and the Amiga will also need to look at the Workbench disk occasionally – this will involve a heck of a lot of disk-swapping if you've only got one disk drive, so you'll have to be patient!

So now we've got three pictures (mine happened to be of a plane, a car and a boat which I had stored on a disk called Pictures) on our disk. All we need now is the program to display them.

We're going to use a program called *vilbm*, which is a simple freely-distributable program we include on **Amiga Format** Coverdisks to display pictures.



The program we are going to use to display our pictures is called Vilbm and is on this month's Spectracolor Jr Coverdisk, so we'll need to copy it from there.

We'll find it lurking on the *SpectraColor Jr* Coverdisk and we'll copy it to our Fish disk, so put the Coverdisk in the drive and type

```
cd SpectraColorJr:
copy vilbm Fish:
```

So, we now have a program ready to display our pictures and some pictures to display.

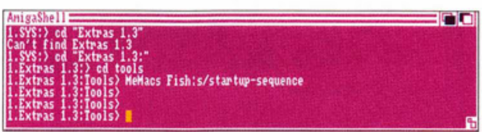
6 Getting a startup-sequence file

This is probably the most complicated part of the operation, because we'll need to use a new program to create the AmigaDOS mini-program that we need. This kind of mini-program is called a script.

Your Workbench disk comes with several program-editing programs on it: we're going to use the simplest, a program called *MEmacs* which is on the Extras disk. First we have to find it, using the cd command to get to the directory it's stored in: but there is a problem.

The problem is that Commodore, in their wisdom, have left a space in the name of the Extras 1.3 disk. You have to cope with this by putting quotation marks around the name of the disk. Put the Extras 1.3 disk in and type the following:

```
cd "Extras 1.3:"
cd Tools
```



We load the editing program *MEmacs* to create our startup-sequence by first finding the program on the Extras disk, then typing the program's name followed by the location and the name of the file we want to create.

The only difference we've found in the whole process if you are using Workbench 2 is that the WB2 Extras disk is more sensibly called Extras2.0, without any spaces, so you won't need to use the quotation marks technique. Remember, you can always make sure you get the name of the disk right by moving the Shell window out of the way and checking it on the screen.

You are now in the directory where *MEmacs* lives, so load the *MEmacs* program by typing the following:

```
memacs Fish:s/startup-sequence
```

This tells the Amiga to load the program *MEmacs*, and to edit the file startup-sequence on the s directory of the Fish disk. This file does not exist yet, so the program will create it.

This is the *MEmacs* program itself. All we need to do is type in our simple little startup-sequence and then select the Save-Exit menu option.

Now we need to write our startup-sequence. This is simple enough: all we will ask it to do is load the *vilbm* program and display the pictures in order. *Vilbm* works by displaying a list of pictures one by one, moving on to the next one when you click the mouse button, so all we need to do is type the following

```
df0:vilbm pic1 pic2 pic3
```

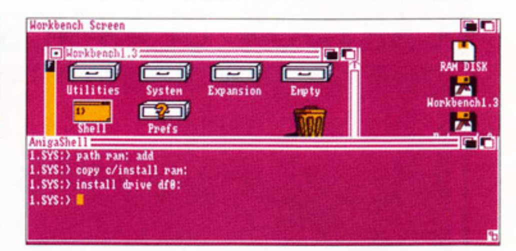
And that's our startup-sequence all ready! What that line tells the Amiga to do is load the *vilbm* program and then display the pictures you've listed. You can put as many or as few pictures on the list as you want, just as long as you leave a space between each one.

All we need to do now is select the Save-exit option from the left-most *MEmacs* menu and our startup-sequence will be written to the s directory of our Fish disk for us. Simple, eh?

7 Writing the bootblock

Getting the Amiga to copy a standard bootblock onto our disk is very easy indeed, but there is one small problem. The way that the command works is that the install command has to be followed by the name of the drive. If you've only got one drive, this is a problem.

What would happen is that you would type "install drive df0:" and the Amiga would ask you to put the Workbench disk in the drive so that it can load the



This is some real hot Amiga using for you! We'll get around a problem by using the RAM in an expert way!

install program. It would then try to install the Workbench disk you've put in the drive, which is not too helpful! To get around this, we're going to do some pretty smart Amiga using! First, we're going to make a copy of the install command which will live not on the Workbench disk, but in the Amiga's RAM memory! Exit and re-enter the Shell so that the prompt shows you're working from the Workbench disk, type this:

```
copy c:install ram:
```

Now we're going to tell the Amiga that when it's looking for CLI commands, it must look in RAM as well. We do this by this command, which simply adds RAM as one of the 'paths' down which the Amiga searches for CLI commands:

```
path ram: add
```

Now take out the Workbench disk, put the Fish disk in drive df0: and type:

```
install drive df0:
```

and it will install a bootblock for us. Done!

8 Testing, testing – and maybe success!

Switch the Amiga off then back on and put your Fish disk in the drive. It should boot up with an AmigaDOS screen in whatever Preferences colours you selected. Then it will load up the first picture and wait for you to click the mouse button. When you do, it will load up the second picture, then click again to make it load the third. **And there's your first self-booting disk!**



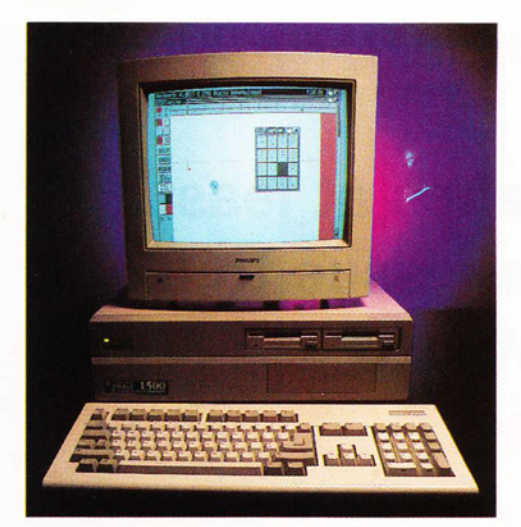
Workbench

I can't install software on my new hard drive? How do I sell my programs? **Pat McDonald** answers these and more.

CRASHING DEMOS

FROM: HARRY HARRIS, BRISTOL

Although both Coverdisks that I acquired with *Amiga Format* issue 33 are in full working order (work fine on an A500 with 1Mb) the demo of *Myth* crashes on loading and *Vista* does the same when I try to render a picture on my brand new A1500. Is my machine at fault or is there some incompatibility between the A1500 and the A500?



The A1500 (pictured here) was designed to be expanded with more memory, a hard disk and so on. Without these extras it doesn't work so well.

Before I give an answer to that question, I'd like to stress to all our readers who contribute to the Workbench pages to clearly state what their computer configuration is, right down to the last memory expansion and disk drive. It may seem a little bit unnecessary, but it's very important if I'm to give you a clear and concise answer.

Now back to the matter in hand, assuming that you are talking about a clean A1500 with absolutely no expansions, the most obvious cause is that the second internal floppy drive is grabbing some memory. It's impossible to disconnect the second drive easily because it's built into the machine. Each and every disk drive connected to an Amiga takes some memory (between 20 and 64K, depending on the type). So an A1500 always has less memory than a machine with only one internal floppy disk drive.

This is certainly enough to crash *Vista* and probably *Myth* as well. Try *Myth* again – it takes a while to decrunch, which can look like it's not working whereas it just takes a minute or so to get up and running.

Also be aware that, because all of the inbuilt one meg of memory on an A1500 is chip RAM (which is same as the A500 Plus) some software will just not work, because it needs fast RAM in order to work. Also take a look at Answerfile on Page 202 for some more information on the tribulations of having 1Mb chip RAM only. Investing in a memory expansion certainly makes sense. What is the point of having all those expansion slots inside the machine if you don't plug anything into them?

HARD TO INSTALL

FROM: DANIEL MORGAN, SIDCUP

I have a 1.3 A500 with a GVP Series II hard drive – this has had 4Mb of RAM on board. I've formatted the hard disk to have one partition, called DH0:, and it has three drawers on it; Games, Utils, and Demos. To help me copy files and set things up I've been using the SID II utility.

I'm having real problems installing software on to it. I tried with *God Father*, making a separate drawer inside the Games drawer called (surprise) God Father. However, when I double click on the icon, a requester box comes up asking me to insert God Father disk 1.

Not to be put off so easily, I put this line into my hard drive's startup-sequence:

```
Assign GodFather: DH0:Games/God Father
```

I did this for all six disks, but when I rebooted the machine (to get the modified startup-sequence working) it came up with an error message like so:

```
Bad Args
assign failed returncode 20
```

You were almost right. The problem is that the name "God Father" has a space in it – if you use names on the Amiga with spaces on, then Shell becomes a bit trickier to use. Incidentally, try typing the Assign in directly and testing it straightaway – it saves the hassle of a reboot, because getting an Assign right can be quite fiddly. You should find this works:

```
Assign GodFather: "DH0:Games/God Father"
```

Incidentally, the way that the Assign command works is worth explaining. Think of it as a route command. In the above example, after it's been typed into the Shell or is included in a startup-sequence and executed, every time the computer needs a disk called God Father, it will instead look in the drawer called God Father, which is in a drawer called Games, which is on the hard disk (DH0:).

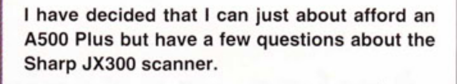
I have plenty of other problems (Shell doesn't work anymore, I can't get *Agatron animations* to work properly, and there are quite a few more games and animations that just don't want to know). How do I get the hard drive to work properly?

What I think you have done is failed to put enough of the files that Workbench needs onto your hard disk. The only file you need to save is the startup-sequence of your hard drive (copy it some place safe first). Then put your Workbench floppy disk into the internal drive of your computer and type:

```
Copy all from DF0: to Sys:
```

WE'RE SCANNIN'

FROM: MARK SENIOR, BARNSLEY



The Sharp JX300 is a true flat bed scanner, and requires both a pokey Amiga and a fairly expensive interface board.

I have decided that I can just about afford an A500 Plus but have a few questions about the Sharp JX300 scanner.

1) Is it really necessary to have a minimum of 4Mb as mentioned in the Pro Scan Lab review in *Amiga Format* Issue 27?

Yes. Colour scans take up lots and lots and lots of memory.

2) Why does the interface and software cost two thirds of the price of the scanner?

Well it's a bit involved, but it comes down to three factors. First, its a relatively new product with no competition to help force down the price. Second, a scanner interface, by it's very nature, has to be extremely reliable and have a high transfer rate. Third, it's really aimed at the specialist market – few people can justify the outlay of buying a flatbed scanner, even when it's a relatively cheap one like the JX300.

3) If a screen occupies 4Mb, how do you save it without a hard drive?

You don't. If you're playing around with scanned images, a beefed-up machine and hard drive are vital.

4) Is it possible to use an A500 Plus with Pro Scan Lab or do I need an A1500?

The Pro Scan Lab hardware will not connect to anything other than an A1500, A2000 or A3000.

Keep a look-out for the new Epson GT-6000 scanner, an A4 flatbed scanner like the JX-300, though probably much cheaper. It will scan in full colour either straight to disk (meaning you don't need so much RAM) or into *Art Department Pro*. It scans to the parallel port, and so should be A500 compatible.

After that, put the hard drive's startup-sequence back into DH0:s (curiously most of the files needed to run Shell are also in the s directory). Also, the commands BindDrivers and SetPatch must be in your startup-sequence, otherwise strange results will occur – have a look at the standard Workbench startup-sequence to see how they should be used.

And a couple more questions for you: do I need a special Agnus to have 1Mb of chip RAM (I have an 8372A) and how fast do the chips mounted inside the computer have to work? I know that there's a limit of some sort but I don't know what it is.

The 8372A Agnus chip (don't worry about the final A – there was no other version of the 8372) is fine for upgrading to 1Mb of chip RAM. You will need to alter the Setpatch command in the startup-sequence to use it properly though: see later in the text. As for the chip speed, 100ns (nano-second) chips or faster must be used – this is usually written as the last two numbers of a chip's serial number. For instance, AGH25644a-10. An 80ns chip would have AGH25644a-08 instead.

SELL YOUR SOURCE

FROM: NEIL MURPHY, DISS

I have spent the last year writing a computer game. A few weeks ago, I finally finished it and I think that it may just be good enough to release as a commercial product. Only marketing a game seems to be a lot harder than writing one! Please could you clarify a few points:

1) Which software houses are most likely to publish a space game involving frantic action and trading but different to the run-of-the-mill formulas – perhaps a budget software house?

Answering in reverse order, the only true budget software house is (so far as I know) Codemasters. All the others are merely affiliated to full-price software houses. Probably your best approach is to send every software house that publishes similar 'serious' games a cut down, razzmatazz version. Remember, you have about 10 seconds to grab somebody's attention – make the opening as grand and punchy as you like, just to make sure that the software evaluation person keeps looking at your program.

2) Is it possible that if I send my game to a publisher that they will steal my ideas or even my game and give me nothing? If so what measures should I take to prevent this?

Documented cases of this happening are extremely rare. However, every commercial programmer has a favourite horror story of how they were cheated. So it's probably a good idea to mail a copy of the game to yourself, asking the post office to frank it on the seal at the back. When it arrives back at your house, put it somewhere safe. If and when legal difficulties arise, take it to a lawyer.

3) The graphics in my game are not brilliant. Is it likely that a software house would provide professionals to produce better graphics to slot into the final program?

Software houses practically always demand various changes, big and small. It's not just a question of hiring an artist and letting them loose on the game – you are going to have to document the graphics very thoroughly, specifying every single graphic in terms of size, number of colours and what it shows. Only then could an artist hope to achieve any reasonable results in a shortish time.

4) How much should I expect to earn if my game is published? What percentage royalties might I be offered?

That depends on many factors. Proportionally, games programmers probably earn less in the Nineties than they did at the beginning, because the market demands a more professional approach to user friendliness, documentation (you have designed and written the manual, haven't you?) and other factors such as advertising budgets.

You will either be offered a cash payment for all rights to a game (usually a figure between £2,000-£10,000) or a percentage royalty of 10 per cent. Try to take the latter unless it's a very small software house or you really do need the cash up front. The reason is that with a royalty payment you usually keep the copyright and you can keep the game for re-release in future years.

5) If all else fails, is it profitable to release a game as Licenseware?

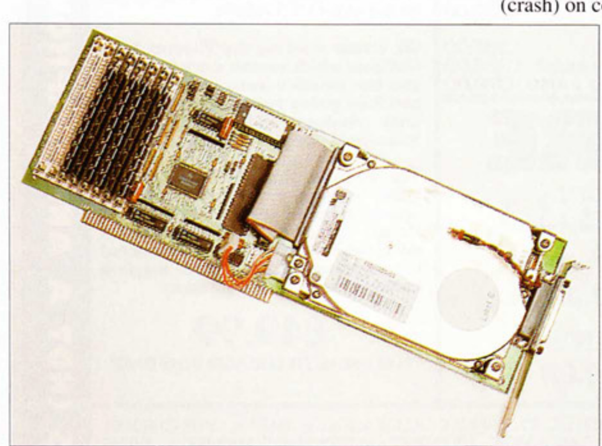
That depends on what you mean by profitable. If you mean a reasonable rate considering you've spent a year developing the product, forget it. Licenseware authors usually make hundreds of pounds, not thousands. However, it's a relatively new market and there may be Licenseware millionaires yet.

If you do release the program as Licenseware, make sure to do it through a large PD library that already sells such programs – they have the best background to give you the best deal in such cases. Setting up your own licenseware organisation is nearly as involved as setting up a software publishing house.

With licenseware, you are competing directly with the commercial side of the software industry, and they play hard and don't take prisoners.

UPMARKET MACHINES

FROM:A THOMSON, FYVIE



The A1500/A2000 version of the GVP Impact II hard drive is electronically the same as the A500 model, but is cheaper because it has no case.

I currently own a 1.2 A500 but I'm considering for some time replacing it with a 2.04 A1500 and a GVP Series II hard drive, but of course I have a few questions that I hope you can help me with first! Beginning with...

1) Is the A1500 really completely A2000 compatible?

Effectively, yes. The only problem occurs when using the faster types of accelerator board (40-50MHz 68030 or 68040). These often fall over (crash) on computers lower than revision 6.2.

2)Is it, or will it be, possible to upgrade to full A3000 operation and compatibility, using an accelerator (either Microbotics VXL or a GVP 68030 type)?

No. Well, in terms of speed and usability you have the same system (more or less) but you don't have the '32 bit Zorro III' expansion slot of an A3000. This is very specific to the machine, allowing very fast, capable, industrial standard and expensive expansions. In day-to-day usage it would be hard to tell the difference though - Workbench would be as fast or faster than that on an A3000.

3) If the above is possible can I keep low-end Amiga compatibility for games?

Yes. Practically all accelerators sold these days have an off facility, to use the standard 68000 processor rather than the faster accelerated 68020/68030/68040. Plenty of games and PD do not like these expansions, and need a standard system to run. Many A3000 owners moan that a lot of software doesn't run on their super-duper machines – that's because they can't 'come down' to the level of the A500. The problem does exist on the A1500/A2000 (some software doesn't run) but it's not nearly as bad as the A3000's incompatibility problems with games.

4) A500 hard drives have an on/off switch to disable them in order to run certain software (most often games and PD). Do A1500/A2000 expansions have such a facility or is it not needed?

They don't as standard, although wiring a switch to the autoboot jumper (exactly what's done on an A500 hard drive) would not be a chore for most electronics buffs. Generally it's to preserve memory used by the hard drive – if you have lots of memory (more than 2Mb) then you generally don't need to flick the switch anyway.

5) With a hardware PC emulator (Bridgeboard/KCS/ATOnce) is it possible to partition the hard drive to have a PC only area, or can they use Amiga partitions?

Yes, you can format PC partitions with any of the above, although the Bridgeboard can access Amiga partitions too – very slowly. Get the most up to date software in the case of the ATOnce and KCS board to make a PC partition or two on most popular makes of Amiga hard drive.

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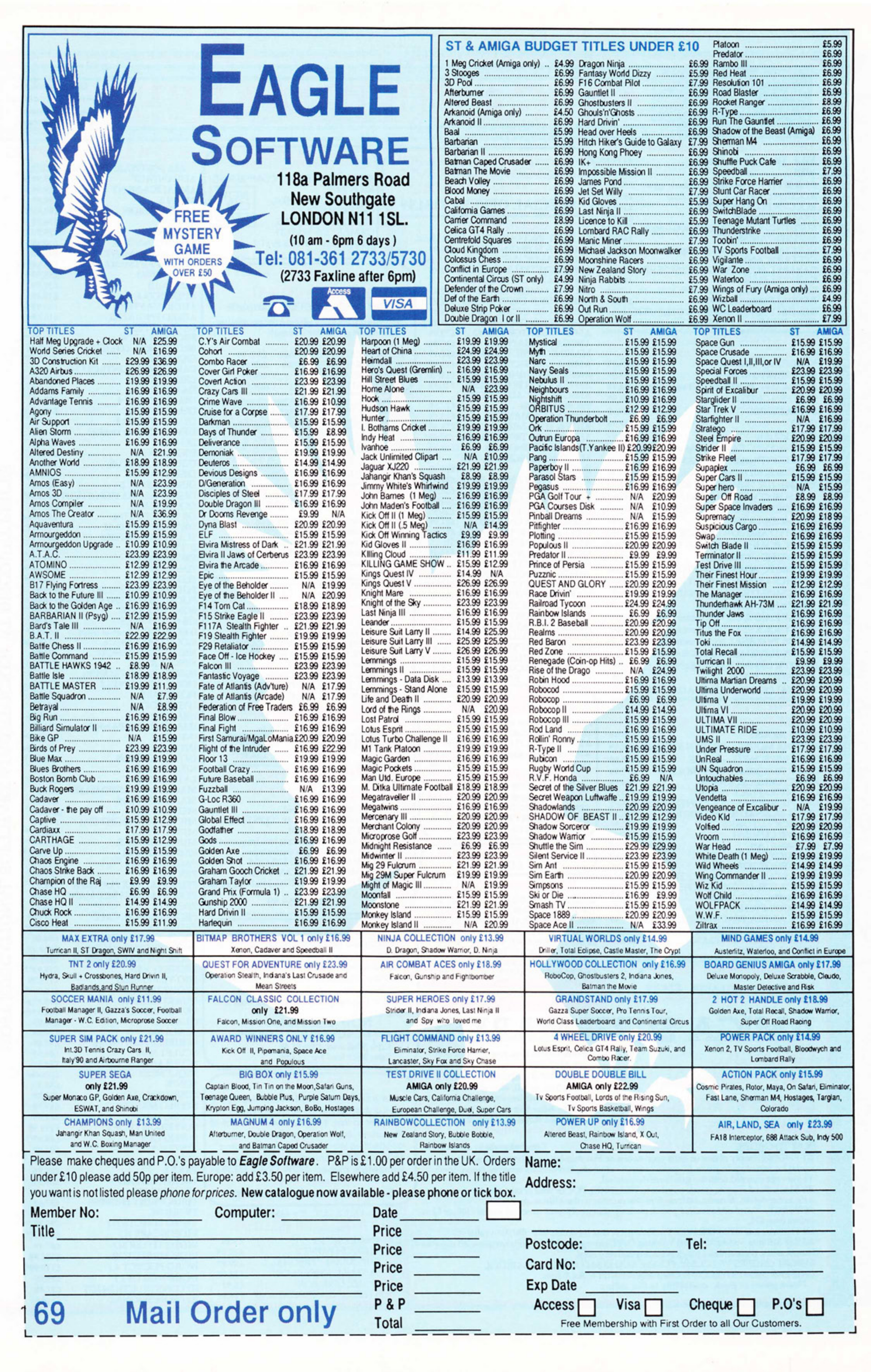
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Answerfile

Right, on to our quick-fire Q-and-A round, hosted by our man with intimate knowledge of the Amiga, **Pat McDonald**, so take your seats and let's have our first quickie...

Q Just what is a startup-sequence?

A A lot of people seem to think that, by just putting a standard bootblock onto a disk (using the Install command) that the disk will automatically start working and running programs. They are then puzzled when the disks don't work.

Using a standard bootblock, the computer sets itself up using any preference settings (these are stored in a file called system-configuration, found in the devs directory). They then look for a file called startup-sequence, in the s directory. If one isn't found then they stop dead. Otherwise it's executed as a script file.

Unless you're a computer buff already, that won't make a lot of sense. I'll assume, for a moment, that you've managed to type a few commands into the Shell and got them to work. A script file is a document file stored on disk, similar in some ways to a word processor document like an invoice or letter. However, script files are lists of AmigaDOS shell commands.

By typing this into the Shell, where nameofmyscript is the name and path of a script file:

```
Execute nameofmyscript
```

The script file is executed, just as though you sat down at the Shell and typed all the commands in one at a time. Startup-sequences are script files which set the Amiga up, to give a stable enviroment to run programs from. A startup-sequence can be as simple as:-

```
Nameofaprogram
```

If Nameofaprogram is the file name of a program on the disk, then the Amiga will start up, read in the startup sequence, and then run the program directly. Here's a slightly more ambitious startup-sequence, as used on certain ***Amiga Format*** Coverdisks:-

```
Binddrivers
Setpatch >Nil:
Loadwb
Endcli
```

The Binddrivers command is used to set up all driver programs available on the disk, to make things like the serial port and printers work. The Setpatch command varies with each release of Kickstart, but its purpose is to correct any bugs within a given Kickstart ROM chip. Loadwb sets up a Workbench screen, and Endcli causes the startup-sequence to finish and control is passed to Workbench.

Q Why don't you mention the C language more often? You do seem to be biased heavily towards *AMOS* and machine code.

A It is true that I am biased to *AMOS* and machine code as beginners' languages. This may seem strange, especially considering that machine code is a very tricky and time-consuming language to use. However, when you appreciate the complexity of the Amiga's disk operating system, and the facts that a) *AMOS* turns it off and b) while using machine code you usually turn it off, you can understand why.

With *AMOS*, you can start getting results very quickly. With machine code, because of its simplicity, you can program without the operating system 'getting in the way' to get simple, fast results. However, C certainly has a very important role...

C is often the language of choice in higher educational establishments. If you're studying programming at a university, then C will almost certainly be mentioned quite extensively. But there's a world of difference between being taught programming at that level, and learning it in your own home.

If you want to write programs that make use of the Amiga's multitasking operating system, using the built-in libraries and functions, then by and large C will serve you very well. There is a fairly large amount of literature on the subject – the PD *Amiga C Manual* by Anders Bjerin and *Understanding Amiga C* by Paul Overaa are just two examples.

The trouble is that practically all such documentation assumes that you know how computers work, you know how AmigaDOS works, and you know the theory of program design and debugging. A great language, that's often used to port down massive graphics processing projects from mainframe machines, C just isn't a beginners language in my opinion.

Q I have recently got Workbench 2 – I have a 1Mb machine - and I can't get the RAD: (recoverable RAM drive) to work. How do I do it?

A Thanks to John Russell of Gravesend for the solution, who wins a £50 Mail Order voucher for his trouble. Apparently there is a mistake in the mountlist file, which is stored in the devs directory. First, load Workbench, and double click on the Shell icon. After that, type:

```
Ed devs/mountlist
```

After a few moments of disk access, the mountlist file will appear, ready for editing. Move the cursor down – the cursor responds to the keys with arrows on, remember – through the various entries until you come to the one marked RAD:. The HighCyl value should be at least 21 (same as for Workbench 1.3) otherwise it doesn't have enough space to work. Changing it to a higher value will grab more memory away from the system, but allows you to store more in the RAD:.

If you're totally lost inside Ed and want to quit without changing anything, press the Esc key, then the Q key and then Return, to quit back to the Shell. Only when you are happy with the changes should you save the file (by pressing Esc, then X, then Return).

Q Are there any PD programs that you would recommend for designing icons? If any programs could load pictures from *Deluxe Paint* and save them as icons, it would be even better.

A The program you want is called *Icon Master*. It originally appeared on *ST/Amiga Format* Coverdisk 13, but it has since become widespread through the Public Domain.

Q I have noticed that a lot of your Coverdisk programs don't work on my unexpanded A1500. Why is this, and is there anything I can do?

A I am assuming that you are using a 1.3 A1500 or A2000 with no extra memory. The built in memory of these machines is always chip RAM (1Mb of chip RAM, no fast RAM). Buying a memory expansion will help but there is another point, and one that few people understand about Workbench 1.3.

Kickstart 1.3 was programmed to access only 512K of chip RAM, and frequently fails with larger amounts, especially when no fast RAM is available. The secret is in the Setpatch command. Boot up Workbench, double click on the Shell, and type (XX is the Coverdisk's number – for instance, SpectracolorJr is on Coverdisk35a):-

```
Ed CoverdiskXX:s/startup-sequence
```

After that, move the cursor down to the Setpatch command, and alter it so that it reads:-

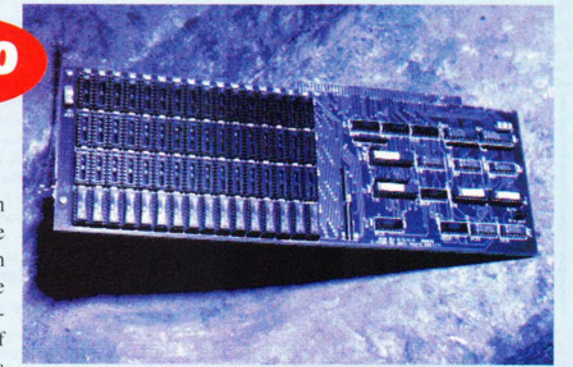
```
Setpatch >Nil: r
```

That final 'r' is the important part – it tells the Setpatch command to set the Amiga up to expect 1Mb

Q Are you absolutely sure that the SupraRAM 2000 memory expansion takes 256 x 4 chips, as stated in *Amiga Format* Issue 33?

£50

A I have to admit that I was mistaken in this. The SupraRAM 2000 does take 1Mb X 1 type chips, and so requires 16 such chips for each 2Mb of extra memory – the speed of the chips must be 120ns (nano-seconds) or faster. My thanks to AE Shaw of Cambridge for pointing out my error – a prize is on the way.



If the SupraRAM 2000 did take 256 x 4 sized chips, then it would need 256 of them. It clearly hasn't got that many sockets.



of chip RAM. To save the file, press Esc, then X, then Return. To abort without saving (if you've made a mistake) press Esc, then Q, then Return. Always remember to do this to copies of the Coverdisk.

Why don't I do this on the Coverdisk? Perhaps when everybody has 1Mb of chip RAM I will.

Q Is it really worth buying a second disk drive?



The range of second floppy drives for the Amiga is large and growing – and at least one is a must for serious work, unless you like swapping disks that is.

A Yes. If you want to use the Amiga seriously, and especially if you want to program or use the Shell properly, a second disk drive – whether hard or floppy – makes a huge difference, simply because you are not swapping between disks all the time.

Q I have read your sister magazine with great interest on the subject of the next generation of the Amiga computer family. I am especially interested in the proposed A800 machine, which apparently has 16-bit sampling quality and a 68020 processor as standard. Does it really exist? When will it and any other machines be available?

The A800 and A4000 almost certainly do exist, at least in prototype form, but to understand what that means you have to appreciate Commodore's research and development style. What they do is sit down and come up with a paper design - if this has no obvious flaws then a few prototypes are hand-built for evaluation.

After that, a design can wait for months, even years, on a shelf. Commodore Amiga are in the habit of taking such old designs as needed, tweaking them for the latest in Amiga spec (Workbench 2, 1Mb of chip RAM and so on) only when their hefty market research pinpoints the need for such a machine.

For instance, one of the main criticisms of the Amiga was the relative expense of adding a hard disk drive: much more expensive than on a PC system. Hence Commodore release a machine with a very cheap hard disk option (the A600, at £499 for the hard drive version, is the cheapest way to get the convenience of a hard disk on an Amiga).

So the machine certainly exists, if only in mockup form. My own opinion is that it, or a machine with a similar specification, will appear very soon. This is based on two factors; Commodore have "no plans at all" for upgrading the A1500/A2000 to use 2Mb of chip RAM, according to Andrew Ball,marketing manager of Commodore UK. That means that no machine in between the A500 Plus and the A3000 can 'officially' have 2Mb of chip RAM. The other is a less formal statement, made by last year, that summer 1992 would see a shakeup of the Amiga range. Now that the A600 'sawn-off' is here, a more upmarket, up-to-date machine is surely just a matter of time.

Indepth explanation Number 3: File Types



Art Department Professional **(pictured left) is one of the most powerful pieces of file translation software available for the Amiga. It can deal easily with 24-bit images, giving you a cut down 'preview' at the best resolution that a standard Amiga can handle. It's truly easy to use, but it's not on the cheap side – to deal with some slightly obscure file types like Mac PICT or TARGA you need an expansion pack for it.**

A lot of people seem to think that files, directories and programs are all the same thing. If you keep getting the message "Not an IFF file" on *Deluxe Paint*, "Not a *Vista* DEM Landscape" with Vista or scrambled text files using a word processor, some explanatory notes could well make matters clearer.

1 If you've ever been in Shell and used the Dir or List commands, an inventory of the disk, showing all files, directories and their lengths will result. However, neither of these commands show the type of a file – which can be very confusing at times.

2 There are two main groups of file. The first is the program file, which is sometimes called a tool on the Amiga. Simply clicking on the icon or typing the name into the Shell will cause the program to start working. The other type is the data file, which is not a program and cannot be run, but must be manipulated from within a program. Data files are sometimes called projects on the Amiga, and unlike program files, there are many kinds of data file.

3 The most common kind of data file is the ASCII (American Standard Code for Information Interchange) text file. ASCII can store letters (both upper and lower case), numbers, and most punctuation marks. However, it has no facility for storing non-American characters such as the pound sterling (£) symbol. ASCII serves as the basis for most word processor` file types, with variations for effects like text size, italics, underlining and so on.

4 In addition to word processors, there are many database programs and some spreadsheets that can load ASCII files, for transferring data between different programs and even different computer systems. Typically, such data has to be tweaked slightly to get it to work – but that's usually a lot quicker than typing the whole lot in again.

5 The second most common data file type is the IFF, which is short for Interchange File Format. This is used for storing picture information (for transferring pictures from *Vista* to *Deluxe Paint*, for instance) and also sound sample information. IFF files are very much specific to the Amiga computer, although the basic system (ILBM, InterLeaved Bit Map) occurs sometimes in the IBM PC world.

6 The *Vista* DEM format is something of a one-off. It is used only by *Vista* and its variants, and is used to store landscapes for later use by such programs.

7 Two other common types of data file are the ANIM and the animbrush (usually abbreviated to ABR). These are both supported in *Deluxe Paint*, and are used for storing complete animations (ANIM) and a brush with many different frames (ABR). If you look closely at the *Deluxe Paint* menus, you`ll see load-and-save options under the relevant menu.

8 One other very common file with limited usage is the RAW format, which is short for raw binary. These files are multipurpose, and are usually the preserve of the programmer and hacker. However, one usage for them is for sound samples: although IFF sound samples are easier to play at different tones, they do not have the same quality as a RAW sound sample. Hence most *Tracker* and *Sequencer* programs have the facility for playing RAW sound samples as well as IFF ones.

9 Whenever you save a file, it makes sense to add the filetype to the end of the filename. Picture.IFF, for instance. Some programs – *AMOS* for example – do this anyway, but with most (and especially *Deluxe Paint*) life is a lot easier if you know when a file is a picture, an animation, a text file or a sound sample.

10 A common misconception is that programs on an Amiga disk are simply RAW binary files of machine code. This is not true! Before a RAW program can be used under AmigaDOS, it must first be run through a special program called a linker. Two versions, the very old ALink and the slightly newer but much more common BLink are used for the task.

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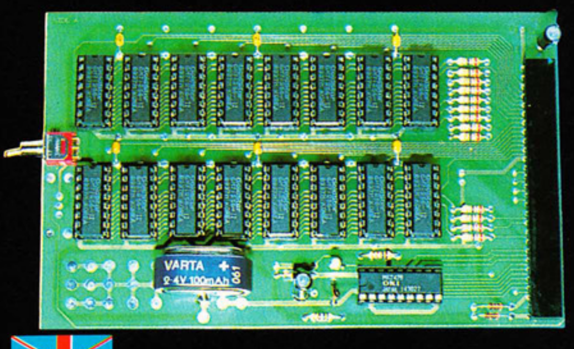
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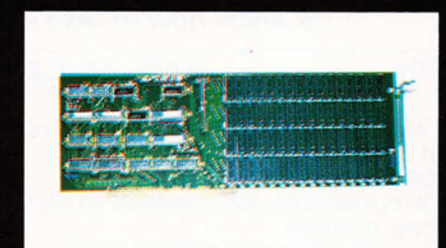
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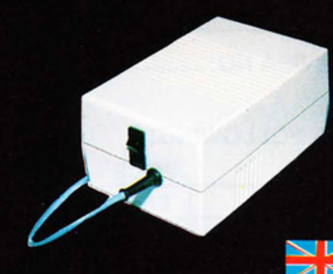


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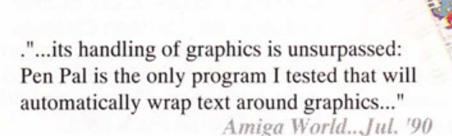
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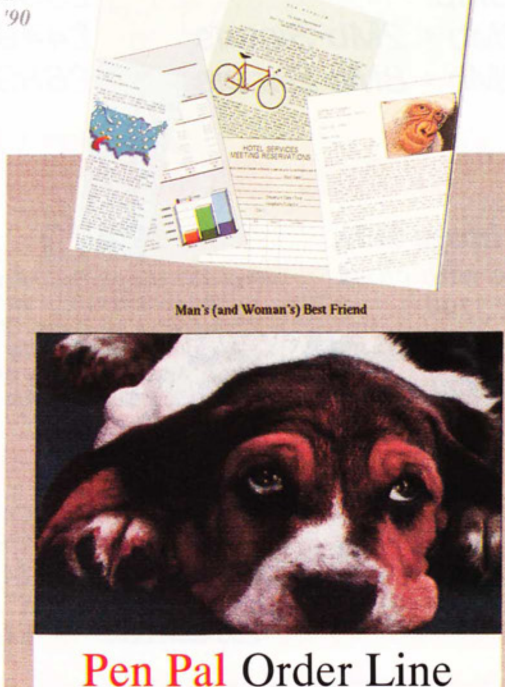
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Gordon Harwood Computers
New Street
Alfreton
Derbyshire
DE5 7BP.

Dear Sirs,

Hello! I am writing this letter using "Pen Pal". Normally I do not correspond with computer companies, but this time I had to make an exception.

I have been looking for a program that I could use to create colourful letters, useful forms, and effective business graphics. I have purchased several Amiga word processors whose ads made great claims as to their capabilities. After using these programs, however, I found that the ads were only hype! I soon began to feel that no program would do what I wanted to do.

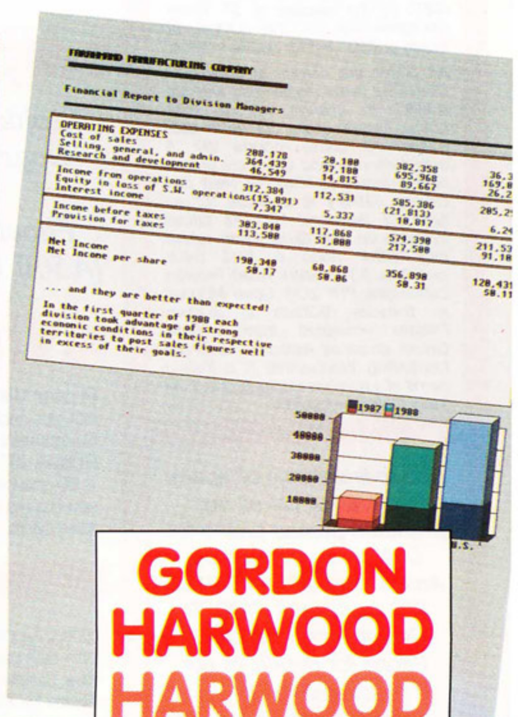
Recently I saw your program "Pen Pal" on my dealer's shelf. According to the package I thought that I might finally be in luck. Although I purchased the program I was afraid that in reality it would not do everything the package said it would do. As soon as I got home from the computer store I fired up the program on my computer. Without even reading the manual I was soon creating documents with colour and pictures. As you can see from this letter, I have become pretty good at your program's graphic capabilities.

One pleasant surprise I had was to discover that Pen Pal has a built in database manager. I find that I use this database almost as much as the word processor. I have entered my Christmas mailing list, video tape library, and cooking recipes in as databases. When I send Christmas cards this year I will use Pen Pal to print the mailing labels. I am designing my own Christmas cards in Pen Pal including some pictures I drew in a paint program. I plan to use Pen Pal's mail-merge feature to merge my mailing list names with the card to make each one personalised.

Thank you for making this program available.

Mr. Richard Goodwin

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Financial Report to Division Managers

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- We can never give personal replies by mail, so don't send us a stamped-addressed envelope.
- We can under no circumstances give personal replies by fax, so please don't ask us to.
- We are available for enquiries by telephone every Tuesday between 10am and 6pm, and we'll be happy to talk to you then.
- Our advertising department can help with problems with companies who advertise in the magazine if you phone during normal office hours.
- Our subscriptions service and the ***Amiga Format*** Mail Order department are not in the same building and can be contacted on 0458 74023.

WORKBENCH

If you have any problems with the technical side of your Amiga, with hardware or with serious software, Pat will try to answer you in the mag. Alternatively, if you have any advice for others or any handy tips to share, send it in and you could win a prize.
WORKBENCH,
AMIGA FORMAT, 30 MONMOUTH STREET, BA1 2BW.

GAMEBUSTERS

If you've just found the cheat mode, mapped out the levels or found all the passwords for the latest game, send it in to Maff and you could win a prize. Or if you're stuck, ask Helping Hand for advice – or solve someone else's problem and win a prize!
MAFF EVANS, GAMEBUSTERS
AMIGA FORMAT, 30 MONMOUTH STREET, BA1 2BW.

LETTERS

The Letters pages are for you to air your views and share your opinions: please remember not to ask questions that should be in Workbench! Damien is looking for thought-provoking or entertaining letters, the shorter the better. Prizes for the best two.
LETTERS TO THE EDITOR
AMIGA FORMAT, 30 MONMOUTH STREET, BA1 2BW.

COMPETITIONS

To enter a competition, write the answers and your name, address and phone number on the back of a postcard or a stuck-down envelope and send it in. You can enter as many times as you wish, but all entries must be posted separately: don't put several entries in one envelope together, or include entries with letters to any other part of the mag.
COMPETITION, AMIGA FORMAT,
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Letters

Hello and welcome, once again, to the part of the magazine where you get to air your views, see your name in print (if you're lucky!) and find out what's on the minds of your fellow Amiga owners up and down the country and around the world. It's Editor **Damien Noonan** here, and I have to admit this month I've been taken aback by the sheer quality of your letters: almost every single one has had something worth printing in it. But we've had to whittle it down to the select few…

IDEAS MAN

A few suggestions. One: how about page numbers on every page. It's frustrating that you have a concise index but not enough page numbers to make it useful.

Two: Coverdisks. Just a small point, but when they arrive they are generally write-enabled and it seems easy to accidentally write to or erase them.

Three: establish a reader's marketplace. Cheap ads section for readers who want to buy/sell particular hardware and software, as well as unusual requests.

Finally, I heard a whisper that Commodore's next major upgrade might include the soundchip to either 16 voice or 16-bit. Is there any truth in the rumour?

Andrew Thompson, Petersham, NSW, Australia

All interesting ideas and we do consider these things – but. One, we have been trying to put page numbers on as many pages as possible, but all too often the design of an advertisement does not leave room for one.

Two: the disks have to be write-enabled when they are copied, naturally, so we'd have to pay someone to switch them all the other way: hardly worthwhile, when it only takes you two seconds to do it yourself.

Three: we considered a classified ads section when we first started the mag three years ago, but in our experience all people used them for was software-swapping contacts, and surely it's easier to get secondhand stuff locally, out of a local paper?

There have been heaps of rumours about new Amiga developments lately. We've got no definite news but a new 16-bit four-channel Paula soundchip is very likely indeed.

Other rumours on the Amiga scene are as follows. An Amiga 4000 (68040-based A3000-style workstation, possibly with 24-bit graphics), which is pretty likely; a new range of RISC-based 32-bit machines, which is possible but it would be a big step; and the new high-density disk drive which will double the capacity of floppies, which is almost certain. And even after the A600 there are stories of the medium-sized A800 and the cut-down A300…

THE PROBLEMS GO ON…

In Issue 29 of ***Amiga Format*** you had a list of software that worked on the new Amiga 500 Plus. One of the games on the list was *Dungeon Master*, which is one of my favourite games, but it doesn't work!

Richard Mann, Retford

Unfortunately, we can't absolutely guarantee that every game on the work/don't work lists will necessarily work or not work on the A500 Plus.

We did our best to get you as much information as possible when everyone concerned was trying to gloss over the subject, but we don't have the manpower to check all those lists ourselves so all the info is what someone else has claimed: we can't guarantee that it's gospel truth.

…AND ON

A warning to people who are tempted to buy a ROM sharer. I bought a Phoenix with a 1.3 chip on it for my 2.04 A1500 and admittedly some of my older 1.3 stuff ran on it, but I bought *Combo Racer* (A500 Plus compatible) and it wouldn't load.

Continued overleaf

OUR MISTAKE

In our January issue we published a letter which purported to be from a Mr Jim Towler of Withernsea and which made certain comments about the WH Smith shop in the Prospect Centre, Hull and its manager, Mr B.Haigh. We now realise that this letter was a hoax, it was not written by Mr Towler, and the facts mentioned were untrue and without any foundation whatsoever.

We apologise unreservedly to Mr. Towler, Mr Haigh and WH Smith Ltd.

I took it back to the shop, who tested it on a 1.3 and a 2.04 machine and it worked fine on both. If you are upgrading to 2.04 remember that you might not be able to run old or new software if you buy a ROM sharer.

M Barker, Hull

The manufacturers of ROM sharers do not claim that it will cure all problems: only some compatibility problems are down to Kickstart compatibility, not all of them. Your problem in this case might be to do with the fact that you've got an A1500. Unfortunately the situation is now immensely complex and shows no real sign of getting any easier.

WHY LETTERS?



In your last issue you were asking why people are so keen on the Letters pages. I have a few suggestions.The Letters and Workbench pages are an easy way to get into reading the magazine – they are short and usually interesting bits and pieces that are like a starter before the main meal.

The Letters pages make one feel a part of a wider Amiga-owning community – a member of the club.

When I read the letters I feel involved in the discussion – there are two parts to the page, the letters and your replies to them. Add the reader and maybe there are three parts – so one feels stimulated and involved.

It's interesting to know what other people think. Maybe it's also like drama – measuring ourselves and our ideas up to those of other people. It's reassuring to know that other people have the same concerns as you.

And why am I writing this letter? In response to your question. The fact that I want to write in is because the Letters pages open up the possibility of dialogue and discussion and it's nice to get a chance to express your views. And there's always the prize!

Hamilton Bailie, Totnes

I begin to be convinced. Let me come clean about why this bothers me so much. The problem I have is this, you see. I am constantly trying to make sure the magazine gives as much value as possible (I know it's expensive, and that's a lot to live up to).

In the case of a computer magazine, the most key thing we do is give information – whether you should buy the latest new products, how to get more out of your machine, how to solve a problem you're stuck on. It's therefore difficult for me to accept that people want less value in those terms – the letters are mostly opinion and comment, rather than hard information.

One thing I must say is that I enjoy putting these pages together. It's nice to stay in touch with what people are thinking. You say a lot of nice things about the magazine, though it's generally our policy not to print flattery! I enjoy the chance to write something less useful and more discursive. And I also find the Letters pages often crystallise the opinion of the magazine on certain topics: like the WB2 upgrade debate, for example.

UPGRADES AND SEXISM

I have re-read the article in ***Amiga Format***, I have even asked for advice in a local computer shop which concentrates on Amigas, but I am still muddled as to whether or not I should upgrade my Amiga to Workbench 2. It seems not.

On the subject of why fewer women buy and use computers. Girls are loved and rewarded when they behave in a passive, background manner. Boys are rewarded when they are successful and aggressive.

Women have less money and less time than men. They cannot afford computers, let alone take time off from cooking and housework to actually indulge in enjoyment. They are made to feel guilty if they indulge in 'non-feminine ways'. Your magazine is very male-orientated, but then that is fair enough because they are the majority of readers.

Joanna, East Exeter

It's my personal view that the immense cost of upgrading to the new Workbench is simply not worth it. Most people get by with the old Workbench or never use it, most will never use the new screen modes that the enhanced Denise chip provides.

The only argument in favour is the extra Chip RAM offered by the new Fatter Agnus, which is good for sound sampling and animation and is beginning to be used by clever games programmers, like Andy Braybrook in Fire and Ice. *But it still causes compatibility problems.*

I'm still fascinated by the whole sexism debate. We do seem to be getting an increasing response from female readers. I read in the paper only the other day that not only do men believe that they are more intelligent than women, but also most women believe that men are more intelligent too. This is despite evidence going back as far as 1912 that there is no difference, although girls tend to develop more quickly in verbal skills, whereas boys tend to take the lead in maths and spatial awareness.

There's evidence too that girls tend to give way to boys when it comes to getting time at the computer in schools. On the other hand, I think it's much more difficult in current society for men to behave in 'feminine' ways than vice versa. The problem, surely, is with the people who think that computers are a boys-only hobby, which is clearly no longer the case.

SPOTTED!

I spotted an Amiga in, of all things, a Conservative party political broadcast. Amigas are going up in the world, eh?

Alexander J Cross, Leeds

That's astonishing, but I'm afraid I have to see this one to believe it. Anyone got a videotape of this party political broadcast? Not too likely, I suppose…

FOXX FANATIC

Back in ***Amiga Format*** 26 I read with great interest your article on Making Music with the Bitmaps, as it featured information on Nation 12, newly formed by Ultravox founder John Foxx and ex-Fall member Simon Richards.

I'm an avid fan of John Foxx and his music so I bought *Gods* to hear the soundtrack "Into the Wonderful", which was brilliant. I wrote to the Bitmaps to find out more about Nation 12 but, alas, no reply. Was the Nation 12 album ever released?

Carl Thompson, Leeds

We haven't heard anything about the album, but your best bet is to contact the record company Rhythm King who are on 071-372 3959.

PC WHINGE

I am a PC owner who happened to come across December's issue of ***Amiga Format.*** I was appalled to read such utter rubbish from computer professionals. Your article about Amigas being better "home computers" and more "sophisticated" than PCs is far from the truth.

Companies like Sierra, Origin and Lucasfilm are making games with 256-colour VGA graphics and 32-channel stereo Roland MT-32 sound on the PC first. Then they make cut-down versions for the Amiga.

The PC has been around since 1980 and will continue to advance far more than the Amiga. The PC has had over eight graphics cards and eight sound cards since its beginning.

Christopher McClon, Leatherhead

Utter nonsense. The PC design is archaic – you admit yourself it's been around since 1980, it's all based around a single CPU unlike the Amiga's custom chip architecture and it doesn't multi-task.

Yes, 386 PCs are good, but how much does one cost with a VGA monitor and a decent sound card? At least three times the price of an Amiga set-up, I think you'll find.

PCs are clumsy and complex to use – Peter Molyneux of the programming team Bullfrog was telling me not so long ago that it took him all day to set up his new 386, and he's an experienced computer programmer! PCs also suffer from this massive range of different graphics and sound standards, which makes it incredibly difficult to know if a game will work to full effect on your system..

Finally, all these impressive games being created by these American developers are all very exciting, but they need a ludicrous amount of hardware. most are only usable if installed on a hard drive, some using as much as 20 Mb of hard disk space. Crazy! If you want games with that kind of emphasis on huge graphics, surely the Amiga CDTV CD-ROM system is a much better option.

No, I'm sorry. I know that these fast PCs with all the trimmings are pretty impressive, but when you consider the cost and the hassle they simply don't hold a candle to the Amiga.

HELP!

My son and I are proud owners of an A500 Plus. From what I read in magazines and from what two friends who have the new machine say, there seems to be big concerns over the amount of software that won't run on it. Surely Commodore can supply owners of this machine, especially under guarantee, with something like the Phoenix ROM sharer?

S Jarvis, Wallington

Right, this particular subject is beginning to irritate me. Listen carefully, all you A500 Plus owners: I want you to do something about it.

The subject of compatibility (certain software not working on the A500 Plus) is clearly continuing to cause great concern and confusion to Amiga owners. Which upsets me. However, it is not really in my power to solve the problem.

Amiga Format *has consistently attempted to bring you, the Amiga owner, as much information as possible about this problem. But we can't do everything. Now, Commodore will, quite reasonably, tell*

Continued on Page 214

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you it's not really their fault if some software doesn't run – the programmers have not followed Commodore's developer's guidelines. But at the end of the day, if anyone is going to take responsibility for the problem, they've got to do it.

Commodore do not provide a direct customer support service. They do have a Technical Support department, but Amiga owners are supposed to, in the first instance, go to their dealers.

So do so. If you're worried about software not working – especially if you're considering buying a ROM sharer, the fitting of which will invalidate your warranty – go to your Amiga dealer and ask him for full details of what software will and will not run. If you're not happy, ask more questions.

If it's still not clear, write to Commodore UK at Commodore House, The Switchback, Gardner Road, Maidenhead asking them to supply you with full information. Please write to us and tell us how you get on.

DODGY DISKS

Is it legal for people to sell Coverdisks? I attended my local car boot sale and was shocked to see one trader with a box full of them. There were easily a couple of hundred there, all with labels.

A Shawe, Wales

No, it is definitely not legal for anyone to resell Coverdisks and we would be immensely grateful if anyone who sees any on sale anywhere could write to us with details.

The complete story is complicated and a little bit annoying. Basically, it goes like this. We sell **Amiga Format** *to the newstrade, who sell it on via wholesalers to the shops. Shops can order as many copies as they want, but they only pay the wholesale price for copies they sell. Any they do not sell they simply rip off the cover to prove it hasn't shifted and send that back to the wholesaler, and they are not charged for them.*

Essentially, this means that unsold copies are just thrown away. Fortunately, there are very few unsold copies of **Amiga Format**. *Even in the bin, however, they are our property, and this goes for the disks too.*

This is a sad waste of good disks, but it's unavoidable at present. We've had people asking if they can recover them for charity, but unfortunately there is currently no legal way of doing this. The upshot, anyway, is that if you buy our disks without the magazine you are in receipt of stolen goods. Obviously we'd not hold it against you personally: but we would like to know if this sort of thing is going on, mainly so that we can make the case for having disks returned to us.

REQUEST

At the moment I am doing a computer studies course and part of the course includes data processing and word processing. The programs I am using for these two subjects are *dBase III* plus and *Wordstar 2000 Plus*. I would like to know if there are any similar programs for the Amiga.

Thomas Ryan, Upper Clapton

If I said those are a database and a word processor you should get the message that there's lots of similar programs for the Amiga. We'd recommend Superbase Personal 2 *(Precision/Oxxi-Aegis) and* Protext *(Arnor) in those categories in your circumstances.*

Better still, I think I'm right in saying – and you should check this with your supplier, because I could be wrong – that Superbase *will load and save in* dBase *format, allowing you to transfer data between the programs on the PC and the Amiga. The same goes for the word processors, which both use the common ASCII file format. Get a program called* CrossDOS *to let your Amiga read PC disks, and you're away!*

ON A MISSION

I'm writing to see if you would let your readers know about the *Missionary* disk from ABOTS. If anyone is trying to learn to code 68000 and having trouble following the numerous books on the subject, then this is the disk for them. Much better than other coding tutorials I've seen. Perhaps you could review it?

Ken Hayes, Rotherham

I must admit I've never even heard of this disk, but it sounds like a good thing. Are you sure you didn't have anything to do with its creation, Ken? If anyone who does have a hand in its production or distribution could send us a copy, we'll certainly take a look at it.

IS THIS ALLOWED?

I am not exactly sure what is legal after seeing *SoundTracker* modules ripped from *Supercars 2* and *SWIV* on Public Domain disks. I have also seen a picture nicked from *Lemmings* on one.

A few of my mates seem to think that if the songs were made using *SoundTracker* or *Noisetracker* they are PD and may be used in demos. As I make demos with my pal I want to know what is legal. Do I need the publishers' permission?

Chris Davis, Lightning!, Gloucester

To be honest, the copyright laws are stomped all over in the Public Domain, but as nobody seems to be completely aware of what the situation is we seem to see a rule of common sense which can do no real harm.

Legally, anything which has been created by someone is their 'intellectual property' and must not be reproduced in any form, electronic or otherwise. It's as simple as that.

Clearly, if this law were to be enforced to the hilt it would have a dramatic effect on PD all round: sampled sounds and digitised pictures would all have to be cleared for use. Even names, such as Star Trek, should not be used without permission.

It seems very likely that the PD scene is going to begin suffering from a clamp-down on copyright: we've already heard of disks being seized by the police for assessment.

However, I do not believe it could be argued that these intellectual properties are generally being abused for commercial gain and, as with the use of sound sampling on chart records, there is a legal grey area. A clamp-down could only result in stifled creativity, which would be a shame.

But there are definite cases which seem to be going a step too far, and particularly those where another computer copyright is being abused. You should avoid using sounds or graphics from other computer programs without the publishers' written consent.

Incidentally, the whole confusion of PD is exemplified by the music program SoundTracker *itself, which was never officially made freely distributable and yet is widely copied and distributed all the same.*

PIRACY – THE LAST WORD?

I make no secret of the fact that I freely copy Amiga games and I am the proud owner of software and hardware which allows me to copy any game. I feel it's unfair to call people like myself 'pirates'.

To 'illegally' copy a game is not ignorant – it is common-sense. I have owned my dear Amiga for just over a year now, and during that time I have bought eleven games, only one of which is any good: *Kick Off 2*. Since then I have discovered that I could have got all those games 'pirated'. That is £250 down the drain.

I can't afford to waste that sort of money, and I'm sure most of your readers can't either. All software is ridiculously overpriced and it is ludicrous for software houses to expect the customer to dish out £25 for a couple of disks and a large snazzy box.

However, if these companies were to lower their prices to the £10-£15 range, I could be tempted to bin my copying gear and start enjoying myself. I would far rather own an original disk than a 'pirated' one.

Simon

This letter is pretty typical of many we have had over the last couple of months since we started in again on the ever-popular subject of copying games, and I think it represents accurately a very honestly-held opinion.

Many similar letters have come from people who admit they do copy games, and also many from people who say they don't, because they like to stay legal. But all share the same essential point of view: that they would far rather own a boxed original with the complete manual, and that a price of £10 or slightly above would make this possible.

It's also clear that copy protection does not really make a great deal of difference. For better or for worse, copying devices and software of all kinds are available, and such deterrents as manual protection or codewheels don't seem to make the grade in these days of the readily-accessible photocopier.

I think the evidence is now in favour of a lower price point realistically bringing in higher sales: I also think that the buyers of computer games have been 'educated' by these debates in **Amiga Format** *to see £10 or so as reasonable and fair, which they would be willing to pay. But will it ever happen?*

Spot the shot 35



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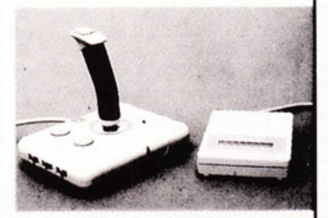
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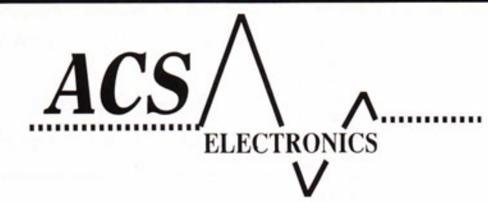
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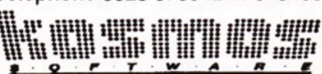
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To put it another way: how normal are you?

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* May be subject to change.

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A FAREWELL TO FRANKIE...

So, farewell then, Frank Bartucca.
Once the design of our games pages
was so nice, but now...
You've gone to drop out, tune on and turn
in in the Land of the Free.
And have we noticed the difference?
No.
You always were a cu- **(Snip! – Ed).**

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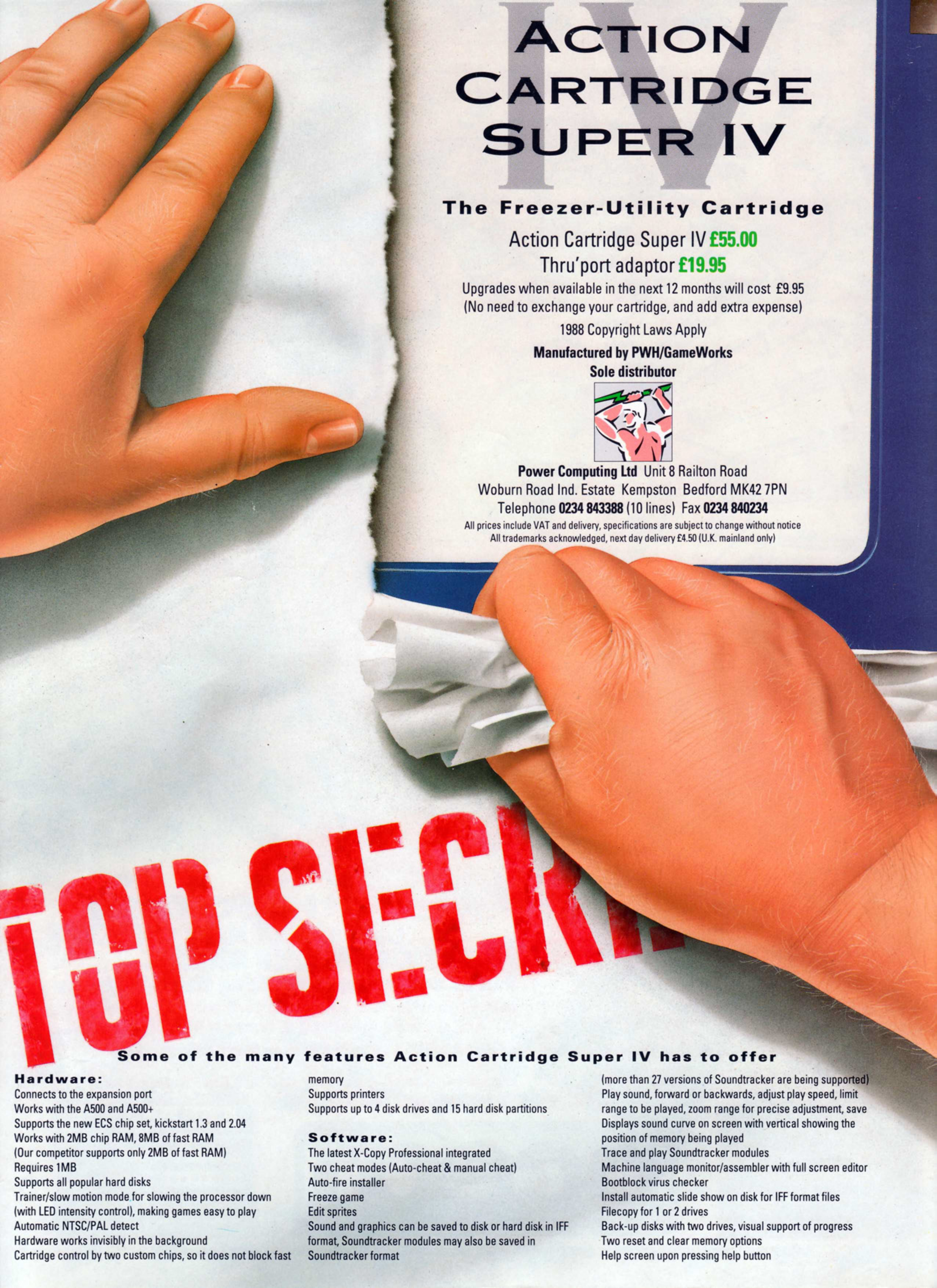
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Displays sound curve on screen with vertical showing the
position of memory being played
Trace and play Soundtracker modules
Machine language monitor/assembler with full screen editor
Bootblock virus checker
Install automatic slide show on disk for IFF format files
Filecopy for 1 or 2 drives
Back-up disks with two drives, visual support of progress
Two reset and clear memory options
Help screen upon pressing help button